

FROM THE MAKERS OF PlayStation²

OFFICIAL magazine-UK

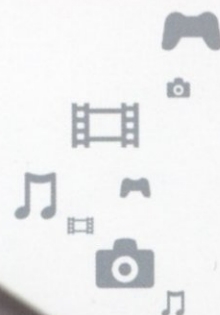
AUTUMN 2005 £5.99



TM

PlayStation®Portable

THE OFFICIAL GUIDE BOOK



-  **MUSIC**
-  **GAMES**
-  **MOVIES**
-  **MORE**



ALL 4 ONE. ONE 4 ALL.

UNTOLD LEGENDS

—BROTHERHOOD—
of the BLADE

EXCLUSIVE TO PSP



Action RPG Combat

Wield your blade and cast powerful spells in this action-packed, hack 'n' slash RPG.



Wireless Multiplayer Gameplay

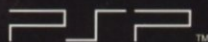
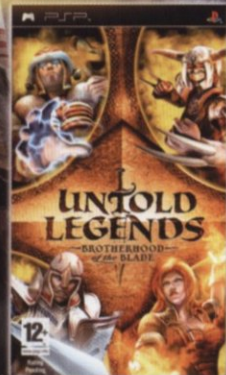
Connect directly to other PSP handheld systems and play with your friends.



Original Fantasy Adventure

Battle powerful creatures and save the city of Aven to unravel the mysteries of an ancient planet.

Untold Legends™: Brotherhood of the Blade™ is classic RPG action available at launch for the PSP™ handheld entertainment system. Choose from among four unique character classes and journey to the fantasy world of Aven to battle powerful creatures and unravel the mysteries of an ancient planet. Experience on-the-go hack 'n' slash combat or join cooperative multiplayer battles via wireless gameplay as you venture through beautiful 3D environments and discover rich treasures in this completely original fantasy adventure.



WWW.UNTOLDLEGENDS.COM



THE OFFICIAL GUIDE BOOK

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THE FUTURE IS NOW



The first time I fired up
Wipeout Pure, I just couldn't
 believe my eyes. And if you
 haven't seen it yet, mark my words:
 it's a moment you'll never forget.

But enough of my gassing, welcome
 to The Official PSP Guidebook. Inside
 these pages, you'll find all there is
 to know about the most powerful
 handheld games machine ever
 devised. Want to know which movies
 are coming out on UMD? Check out our
 movies section. Don't know how to
 get music onto your Memory Stick? Just
 follow our step-by-step guide. And
 of course, we've got every PSP game
 under the sun detailed in our massive
 games section.

The PSP proves that convergence
 technology works. It's a movie viewer,
 an MP3 player and a games machine
 all rolled into in one. And that's just
 the beginning. Soon, it'll challenge
 the PDA. It'll get you from A to B with
 GPS functionality. It'll even let you
 surf the web. Join us on our tour of
 the ultimate gadget, and we promise,
 we'll leave no stone unturned.

AL Bickham, Editor



Meet the experts



Lee Hart
Games and music
 Lee's been editing games
 magazines since the old
 Dreamcast days, making
 him our resident games
 guru. Also, check out his
 utterly comprehensive
 guide to transferring music
 to your PSP on p90.



Keith Stuart
Wireless communications
Guardian writer and editor
 of *Mobile Gamer* magazine,
 Keith's knowledge of the
 mobile sector is absolute.
 He'll guide you around
 every aspect of the PSP,
 hardware, software and
 all. The tour begins on p8.



Joao Diniz-Sanches
Industry guru
 Where other people see
 games and gadgets, former
Edge editor Joao sees
 stepping-stones to the
 next level of technology.
 Find out what the future
 holds in Joao's guide,
 starting on p112.



Daniel Griffiths
Technology consultant
 Editor of *PSM2* magazine
 and die-hard gadget freak,
 Dan's technical expertise is
 unparalleled. Check out his
 complete guide to
 transferring movies from
 DVD to PSP on p78, and
 you'll see what we mean.



CONTENTS

APPS



P98 With its immense processing power, the PSP tells the PDA exactly where to stick its stylus. Check out page 98 now to find out what applications we're expecting to see soon, and why Sony's pint-sized powerhouse could become the heart of the mobile office.



MOVIES



P78 Why blow three hundred quid on a portable media player when the PSP can do the same job, plus so much more? We'll show you exactly how to get movies from DVD to PSP, and tell you all you need to know about the first generation of UMD movies.



MUSIC



P90 The PSP is capable of playing MP3s, as well as Sony's proprietary music format known as ATRAC3 – same great sound quality, smaller file size. So stick your iPod in the drawer, and find out how to turn your PSP into an all-singing, all-dancing pocket CD collection.



GAMES



TONY HAWKS UNDERGROUND 2 REMIX

P66 Tony Hawk's latest (and most outrageous) outing gets the PSP treatment. Find out why it's one of the must-have games on page 66.

- | | | | | | |
|----|--|----|----------------------------------|----|--------------------------------|
| 30 | RIDGE RACER | 55 | DYNASTY WARRIORS | 72 | FIRED UP |
| 32 | WRC | 56 | APE ESCAPE | | UNTOLD LEGENDS |
| 33 | F1 GRAND PRIX | 58 | MERCURY | 73 | GAGHARV TRILOGY |
| 36 | WIPEOUT PURE | 59 | LUMINES | | DARKSTALKERS |
| 38 | NEED FOR SPEED UNDERGROUND RIVALS | 60 | DEATH JR | | CHRONICLE: THE CHAOS TOWER |
| | | 61 | WORLD TOUR SOCCER | 74 | SSX 4 |
| 39 | MIDNIGHT CLUB 3: DUB EDITION | 62 | INFECTED | | TWISTED METAL: HEAD-ON |
| 40 | TOCA RACE DRIVER 2 | 63 | BATMAN RETURNS | | PURSUIT FORCE |
| 42 | METAL GEAR ACID | 64 | FIFA 2006 | | FOOTBALL MANAGER 2006 |
| 44 | COLIN MCRAE RALLY 2005 PLUS | 66 | TONY HAWK'S UNDERGROUND 2: REMIX | | PETER JACKSON'S KING KONG |
| 45 | VIRTUA TENNIS | 67 | WORLD SNOOKER CHALLENGE 2005 | | VIEWTIFUL JOE: VFX BATTLE |
| 48 | SPIDER-MAN 2 | 68 | NFL STREET 2: UNLEASHED | | NAMCO MUSEUM BATTLE COLLECTION |
| 49 | MEDIEVIL | 70 | EVERYBODY'S GOLF | | FREE RUNNING |
| 50 | GRAND THEFT AUTO: LIBERTY CITY STORIES | 71 | NBA STREET SHOWDOWN | | |
| 52 | BURNOUT LEGENDS | | | | |
| 54 | CODED ARMS | | | | |

ON THE DISC...

PSP GAMES IN ACTION!





PlayStation®Portable
THE OFFICIAL GUIDE BOOK



RIDGE RACER

P30 The big game that everybody wants at launch, it's a power-drifting piece of arcade perfection. Simulation fans need not apply, as *Ridge* is all about the speed, baby. Punch the nitros and head to page 30 now!



ONLINE

P106 PSP has all the onboard functionality to connect to the Internet and download music and game-extras. Find out how, why, and what's in the pipeline for the PSP online.



WI-FI

P102 PSPs can talk to each other – not to mention other devices – across the airwaves. Here, we'll tell you how it works and why you should be so damn excited about it all.



FUTURE

P112 There's tons of neat stuff lined up for PSP. How do you fancy using it as a digital camera? Or even a Global Positioning System? The possibilities are endless...



GLOSSARY

P125 From A to Z, every PSP-related piece of jargon busted for your enlightenment. Now you'll know the difference between 802.11b and 802.11g. Yeah, exactly.



INDEX

P129 The entirety of this magazine, laid out in handy alphabetical order. Wondering where something in the mag is? Ask The Index. The Index knows.



SUBSCRIBE

P122 First with the news, first with the reviews, the Official Playstation 2 magazine is our mothership. Find out just what you'll get when you subscribe to this fantastic organ.

PLUS: PLAY THE BEST NEW PS2 GAMES!



PlayStation 2
SPECIAL EDITION

IT'S HERE!



WATCH THE BEST PSP™ GAMES ON YOUR PLAYSTATION 2! APE ACADEMY, EVERYBODY'S GOLF, F1 GRAND PRIX, FIRED UP, LEMMINGS, MEDIEVAL BAKED MUSEUM, POCKET FORCE, RIDGE RACER, TWISTED METAL, WIPEDOUT PURE, WORLD TOUR SOCCER AND MORE.



WELCOME

Fire up the PS2, folks.
Fun incoming!

From PSone to PS2 to PSP... it's been quite a journey. And the incredible thing is, Sony's new pocket powerhouse is even more potent than the original machine.

The movies we've got lined up on the disc are all the demonstration you need of the PSP's abilities. *Wipeout Pure* is simply one of the most stunning games around – on any machine – and runs fast enough to take your eyelids off. But check them all out – we've got two special treats from Namco in the form of arcade powerhouse *Ridge Racer* and the nostalgic *Namco Museum Battle Collection* overflowing with classic coin-op fun.

And if all that isn't enough to keep you happy, we've packed the disc with the very best in new playable PS2 demos. Every one of these games is an absolute gem – enjoy!

George Walter,
Disc Editor

FREQUENTLY ASKED QUESTIONS

WHY WON'T MY DISC WORK?

To be honest – we're not sure. But seriously, if your DVD appears not to be loading properly, first try resetting the console and loading the disc again. If that fails, we'll gladly replace it for you. Simply mail the faulty disc (no need to send the box) to *Official PS2 Magazine*, DVD Returns, Customer Services, Future Publishing, Cary Court, Bancombe Road Industrial Estate, Somerton, Somerset TA11 6TB. If you have any further queries, email us at ps2disc@futurenet.co.uk



PlayStation®Portable

ON THE DISC

PSP MOVIES



WIPEOUT PURE

Few games can compete with *Wipeout Pure*'s blistering speed, spangly visuals and tense racing action. View it now in all its futuristic glory!



RIDGE RACER

Not only is Namco's legendary racer a thing of rare beauty, it also perfectly epitomises PSP gaming, offering fun in short, sharp bursts.





FINALLY! SEE THE PSP IN MOTION WITH
13 ACTION-PACKED ROLLING DEMOS...

APE ACADEMY

Madness. Pure, monkey madness. See the party game extravaganza of the year in action right now. You'll go ape.



WORLD TOUR SOCCER

Razor-sharp footie. For one it's fun, but for those with PSPals, it's Wi-Fi enabled. Get in!



EVERYBODY'S GOLF

Probably the best cartoon golf game on the planet.

MEDIEVIL

A great remake of the classic PSone platformer.

WRC

Top rally action from Sony. Easy on the corners, son. Easy.



FIRED UP

The PSP's first shoot-em-up. Eight players via Wi-Fi? Cheers.

F1 GRAND PRIX

More accessible than other F1 games, and now it's portable!

LEMMINGS

The classic puzzler returns. Those little guys are still suicidal, bless 'em.



NAMCO MUSEUM

New and original versions of arcade greats like Pac-Man.

PURSUIT FORCE

It's Police, Camera, Action with you in the cop car!

TWISTED METAL: HEAD-ON

Angry drivers, really big guns, one arena. Guess what happens.

PS2 DEMOS



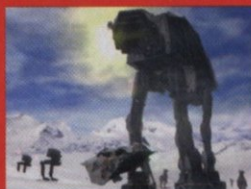
TEKKEN 5

Get your cracked fingers on the latest outing for the Tekken posse, looking more spectacularly dangerous than ever before. 20 initially available characters and more unexpected extras than your last hotel bill, this is classic 3D fighting game action.



LEGO STAR WARS

Your two favourite things as a kid combined into one brilliant action adventure. How can it possibly go wrong? It doesn't. Become a stumpy Jedi, take on the Evil Empire's dark Lego forces, and watch as the bricks well and truly hit the fan.



STAR WARS BATTLEFRONT

Good or evil? Rebel or Imperial? The choice is yours, in this demo of the online-enabled battle game. And yes, you can play as a stormtrooper. But aren't you a little short for one?



JUICED

Head out on the night-time back streets in this NOx-blasting demo of the mod scene drive-'em-up. Earn respect, race for pink slips, build a crew. But if your car's not tricked to the absolute max (there are 7.5 trillion customisation possibilities) you're not coming in.



DESTROY ALL HUMANS

Experience what it must be like to invade the Earth and then kill everyone on it in this demo of the highly amusing action adventure from THQ, which takes a loving swipe at all those '50s sci-fi movies.

PLUS....

- RUGBY 2005
- FIGHT NIGHT ROUND 2
- FULL SPECTRUM WARRIOR
- NEED FOR SPEED UNDERGROUND 2

WELCOME

To the future of games.
The future of movies.
The future of music.

One device: many functions. Sony's astonishing handheld console is packed with next-generation technology and will change the way we think about entertainment on the move. Over the next 18 pages we'll introduce every aspect of the machine, from the button layout to the future of Wi-Fi.



TURN TO

P10 GUIDED TOUR

We show you around every feature of PSP. Find out what each button does, how the menu works and lots more...

P18 GAMES

If playing games is your bag, turn to page 18 for the very latest info on the top titles you'll want to get your hands on

P20 MOVIES

The big screen just got a whole lot smaller! Watching films on the move has never been so easy

P22 MUSIC

Sound out the latest noises coming from your PSP. Want to download tunes? Want a place to store MP3s? Step this way

P24 PSP EXTRA

Can the PSP possibly cram anything else into its tiny frame? Oh yes. How about web access, email, Wi-Fi and more...

PSP

Take our complete **guided tour** of the PSP and we'll show you what every slot, button and tiny flashing light is there for...

THE D-PAD

The four digital direction buttons will be familiar to any veteran of the PSone or PS2. Used for in-game control and also to navigate PSP's XMB menu system. Up, down, left and right. Sorted.

ACCESS INDICATORS

There are two 'access indicator' lights. The top one shows when your PSP is accessing data from, or saving data to, a Memory Stick Duo. The bottom light illuminates when you turn on the Wireless Networking feature.

ANALOGUE STICK

It may look like a small speaker but this is in fact the PSP's neat little analogue controller, complete with textured, anti-slip surface. You can't push it down to provide an extra button like with PS2, but it works a treat.

HOME BUTTON

Press this at any point while playing a game, movie or music file and you'll be asked if you want to quit and return 'Home' – in other words, return to the main menu screen.

VOLUME BUTTONS

Turn it up or turn it down. PSP's maximum volume is certainly enough for most tastes, especially through the earphones. Bear in mind, the louder you play, the quicker the battery power is used up.

HEADSET CONNECTOR

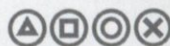
Slot your PSP headset in here, or use your own set of 'phones. You can adjust volume with the buttons on the front, or with the headphone remote control supplied with your machine.



AT A GLANCE

The PSP screen features Sony's X-Black LCD technology, which provides superior brightness and contrast.





The familiar Triangle, Square, Circle and Cross buttons that have graced every Sony games machine since PSone. As well as in-game use, these are employed to select items in the machine's XMB menu system.

SELECT AND START

These work in exactly the same way as they do on the PSone and PS2. Game developers can use them as anything from pause buttons to weapon selectors.

SOUND BUTTON

This adjusts the tone of the sound, so that it suits the type of music you're playing. There are four settings - Heavy Metal, Pops, Jazz and Unique. You can also select 'Off' which provides a normal tone.

DISPLAY BUTTON

Press this repeatedly to work through four levels of screen brightness. The brightest can only be accessed when you're using the AC adaptor (for obvious power-sucking reasons).

AC ADAPTOR PORT

Plug your PSP power adaptor in here to charge the batteries. Obviously the PSP runs off the power adaptor when it's plugged in, rather than the batteries, and lets you turn the brightness to full.



"We see the PSP as the Walkman of the 21st Century"

Ken Kutaragi,
head of Sony
Computer
Entertainment

BATTERY LIFE

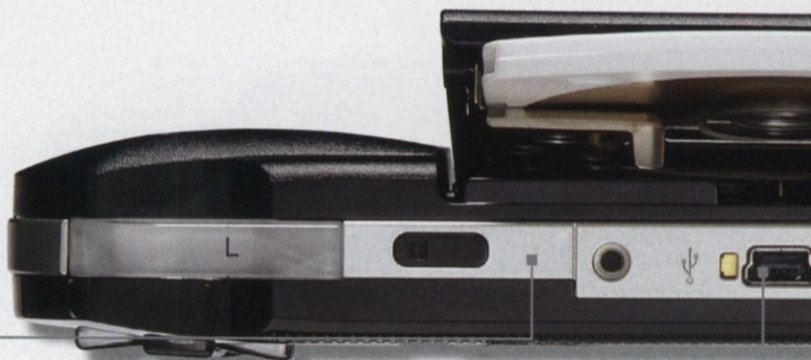
Much has been made of PSP's battery life, with Sony estimating 4-6 hours of gaming on a single charge. If you're worried that this won't see you through those regular long haul flights to Australia, bear this in mind: rechargeable battery technology is improving all the time and it is expected that Sony will release a new battery later in the lifespan of the PSP that will provide much greater power and faster recharge times. At the moment several technology companies, including Dattel, are offering external battery packs which can be plugged into your PSP to lengthen the battery life. These are not endorsed by Sony, though. Alternatively, you can extend the life of the battery by keeping your PSP cool: battery experts recommend 15°C (59°F), and ensuring that you maintain at least a partial charge - around 40% - while the PSP is not in use.

AT A GLANCE

Sleep mode is dead handy, as it means you can instantly power down your PSP mid-game.

INFRARED PORT

The IrDA (Infrared Data Association) port will enable PSP to connect wirelessly to other devices that don't have Wi-Fi support. Sony has also mentioned the possibility of PSP users going online via an infrared connection to a mobile phone.



USB CONNECTOR

This is where you attach a USB cable to link to your PC or Apple Mac. It will also let you connect your PSP to a PS2 (and, later, a PS3) or to any USB add-ons that Sony manufacturers. The company has already shown prototypes of a camera, GPS device and keyboard.



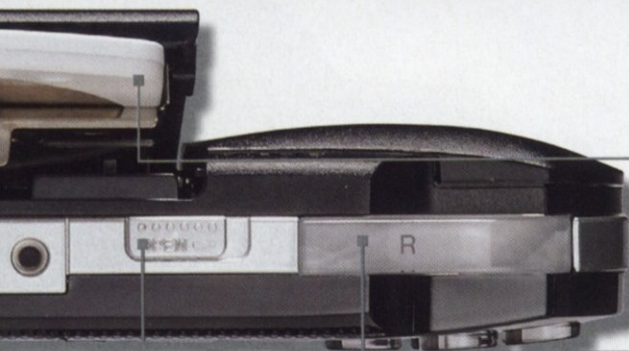
POWER/HOLD

Push the slider switch up to turn the machine on. Slide it up again to pause the current game and activate sleep mode. You can also slide it down to lock the switch.



BATTERY COVER

The battery goes in here. It should last between 4-6 hours while you're gaming or watching a movie, and over ten hours if you're listening to music. When the battery starts to run low the power indicator on the front of the machine will flash green. The same light will go orange when you're charging.



UMD OPEN LATCH

Opens the UMD slot. And that's all there is to it, really.

SHOULDER BUTTONS

There are two shoulder buttons and they're primarily for in-game use – for example, in *Ridge Racer* these buttons are used to change the in-car view and activate nitros.

UMD SLOT

Pop the catch, slide a Universal Media Disc in here, shut the door, select UMD from the XMB menu and you're away. The disc makes minimal noise while spinning – it's virtually silent when gaming out of doors.



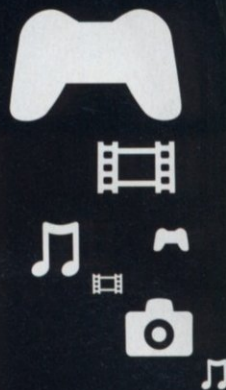
MEMORY STICK DUO SLOT

Simply open the slot cover and slide in your Memory Stick Duo. When the PSP is accessing data the Memory Stick Duo access indicator on the front of the machine flashes. Don't remove the Memory Stick Duo while this is happening or you could lose or corrupt data.



WLAN SWITCH

This switches on your Wireless Network connection so you can indulge in Wi-Fi multiplayer gaming, or go online. Switch off when not in use to preserve your battery.



IN THE BOX

Along with the PSP itself, the Value Pack comes with a whole bunch of extra goodies. Here's what you'll find when you tear open the package and dive in!

WHSmith

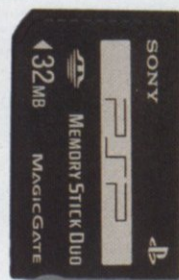
1



2



3



1 CARRY POUCH

This padded case keeps your precious PSP nice and safe while it's in your bag. You also get a useful cleaning cloth so you can wipe those pesky fingerprints off the screen. What's more, the spongy, Neoprene construction keeps it safe from light knocks and bashes.

2 BATTERY PACK

For tech spec fans this is a 3.6v 1800mAh Lithium Ion battery. It'll take approximately two hours and 20 minutes to carry out a full recharge. According to official figures that will provide you with four to six hours of gameplay (with WLAN switched off).

3 MEMORY STICK DUO

The Value Pack contains a 32MB Memory Stick Duo, which will store several game saves, music tracks, photos and short video clips. If you want a larger capacity, Memory Stick Duos and the faster Memory Stick PRO Duos are sold in iterations of up to 2GB – although one of those will set you back around £150. 512MB models are closer to £50, while a 64MB stick goes for £15.

4 HEADPHONES

The PSP comes with a sleek pair of in-ear headphones, complete with a detachable remote control unit. You can also use any other headphones with the machine and the remote control can still be employed. Remember, there's a sound level limiter to protect your hearing but this can be turned off in the XMB menu if you want to rock out.

5 UMD DEMO

At the time of going to press, Sony Computer Entertainment Europe had yet to finalise the content of the free demo UMD set to be bundled with UK PSPs. Going by the US and Japanese discs, however, expect a selection of launch game demos, music tracks and video clips giving you an all-round introduction to the dourous item you've just purchased.

6 AND THE REST

Finally, there's a useful wrist strap, an even more useful instruction booklet and a power adaptor so that you can play at home while charging the battery. More accessories will be available to buy when the PSP comes out including the Logic3 PSP Sound Station, a cool dock for your console that also features a sub-woofer speaker system and a 3D surround sound processor.

AT A GLANCE
Who'd have thought the UMD could hold 1.8Gb? That's 3 CDs-worth on something the size of a Minidisc!



4



6



WHSmith



THE PLACE FOR PSP!

The 1st of September is a big day for WH Smith as one of the most anticipated consumer electronic launches ever finally hits the U.K. For only £179.99 WH Smith is offering the Sony PSP, the latest in mobile entertainment.

For a refundable deposit of £10, the PSP can be pre-ordered in selected stores (subject to availability) where it can be collected on or after the September 1st launch day.

Software, games and UMDs for the PSP will be available alongside a range of accessories. Check out your local store from the launch date for more details and put WH Smith at the centre of your entertainment experience!

www.whsmith.co.uk



"More add-ons will be available to buy when the PSP comes out, including the Logic3 PSP Sound Station"

THE MENU

The XMB (Cross-Media Bar) menu gives you easy access to all the PSP's functions. Here's how it works

SETTINGS



NETWORK UPDATE

This allows you to connect to the Internet and download any system updates released by Sony.



USB CONNECTION

Manages communications with any device connected via USB cable, and lets you download files from your PC.



VIDEO SETTINGS

Change the Menu, Audio and Subtitle language settings during UMD video playback, and alter UMD Video volume.



PHOTO SETTINGS

Here you can change the speed of your photo slideshow, opt for fast, normal or slow.



SYSTEM SETTINGS

Change your PSP's nickname and system language, format a Memory Stick Duo, check battery charge, etc.

PHOTO



SELECT PHOTO

Once you've entered the photo menu you can scroll up and down to select an image.



VIEW IMAGE

Hit **△** and you can view the image in all its glory. Press the shoulder buttons to scroll through all images.



OPTIONS

While viewing an image hit **△**; you'll get a photo-viewing sub-menu with further options.



ZOOM

Using the D-pad and the **△** button select the magnifying-glass icon to zoom into an image.



SCROLL

Once zoomed into an image you can actually scroll around it using the analogue stick.

MUSIC



TRACK SELECT

Enter the Music menu and you'll see a complete listing of all the music stored on your Memory Stick Duo.



TRACK DATA

Hit **△** and a sub-menu pops up. The information option gives you detailed data on the highlighted track.



PLAY MODE

Hit **△** to play a track. Press **△** at any point to bring up the option-packed player controls.



P-MODE

This option lets you switch the play-mode between standard play, repeat and shuffle.



A-B REPLAY

A really neat function that lets you repeat a section of a song between two points that you select.

VIDEO



MOVIE MENU

Just like the music and game options there's a Memory Stick heading where your movies are stored.



BROWSE

Your movies are represented by little thumbnail images - handy for seeing exactly what they are.



PLAY

Hit the **△** button to play the highlighted movie from start to finish.



PLAY CONTROLS

Tap the **△** button to bring up the advanced controls. This lets you skip scenes, rewind and so forth.



FRAME ADVANCE

The Frame Advance option lets you advance through a movie frame by frame, so you can pore over the detail.

GAME



GAME SHARING

Lets you send minigames to your mates. Twisted Metal and Manco Museum Battle Collection support this.



SAVED DATA UTILITY

View information about game save files stored on your Memory Stick Duo. You can also copy or delete saved data.



GAME THUMBNAIL

Select the UMD option on the Game menu and the game's thumbnail screen is displayed.



THUMBNAIL INFO

Hit **△** from the game thumbnail to view information about the game, including parental lock.



STUCK? NOT FOR LONG...

1 Fortunately, Sony have built helpful information into every part of the menu. This means that if you're stuck and can't work out how to control a certain part of the menu, you can always work it out without having to refer to the instructions. Simply tap ...

2 ...and you'll be presented with a series of options. Remember, you can do this at any time, including when you access movies, images or music. When the menu comes up, you'll see there's a 'Help' icon in the list. Highlight this and press the  button.

3 You'll now be shown a screen which highlights all the possible control functions. These will differ according to which part of the menu you're in, as the controls will be specific to movies, music, images etc. So there you go - easy when you know how, isn't it?

DATE/TIME SETTINGS

Change the date and time settings and formats, select a time zone and activate daylight saving.

POWER SAVE SETTINGS

Control the Backlight Auto-off and Auto Sleep timings, and toggle WLAN Power Save on or off.

SOUND SETTINGS

Switch on the Automatic Volume Limiter System (for when you need to be quiet) and turn the key tone on/off.

SECURITY SETTINGS

Set password-protected parental controls to limit access to UMD software (movies and games) with adult content.

NETWORK SETTINGS

Enables you to connect to a wireless local area network, either directly to another PSP or via DSL/cable modem.



PSP

"In some ways PSP is a more advanced machine than PS2. The internal architecture is neater and more logical... developers will realise the huge potential much quicker"



GAMES

The incredible launch line-up only hints at PSP's potential as a games machine. Here's what we discovered inside...

PSP is the most powerful handheld games console there's ever been, it's as simple as that. With a 333Mhz processor, 32MB of main memory and 4MB of video memory, it utterly dwarfs the graphics capabilities of the Nintendo DS.

Really, PSP is more accurately comparable to PS2. It may fall slightly behind in terms of raw processing power, but because of the smaller screen developers can use less polygons and lower resolution textures and still

■ *Metal Gear Acid* takes the familiar plots and characters of the series and places them in a card battle system. The cut-scenes are a visual treat, as you'd expect



■ **WRC and F1 Grand Prix**, just two of the stunning games that you can get your eager mitts on at PSP launch day!

make games look just as good. In some ways PSP is actually a more advanced machine than PS2. The architecture is neater and more logical with a single very powerful 3D maths co-processor replacing the complicated dual vector unit set-up of the PS2. This streamlined design has allowed developers to realise the huge potential of the hardware a lot quicker. Which is good news for gamers.

HI-TECH HEAVYWEIGHT

There are plenty of tricks left to discover in the hardware. PSP has strong, native support for all the hi-tech graphics effects found in the very latest PS2 and Xbox titles, and can also handle NURBS, an advanced form of 3D modelling based around curved surfaces rather than angular polygons. On PS2 developers had to hand-code these effects from scratch, but with PSP Sony has provided lots of tools and graphics libraries – and again this means that programmers can get things up and running in less time. Clearly, while first generation titles like *Ridge Racer* and *WipEout Pure* are amazing showcases for PSP, they only hint at its potential.

PROBABLE UK LAUNCH LINE-UP

Ape Academy
Darkstalkers Chronicle:
The Chaos Tower
Colin McRae Rally 2005
Dynasty Warriors
Everybody's Golf
Fired Up
F1 Grand Prix
Lumines
MediEvil
Mercury
Metal Gear Acid
NBA Street Showdown
NFL Street 2: Unleashed
Need For Speed
Underground Rivals
Ridge Racer
Spider-Man 2
TOCA Race Driver 2
Tony Hawk's Underground
2 Remix
Untold Legends
Virtua Tennis
WipEout Pure
World Snooker Challenge
World Tour Soccer
WRC

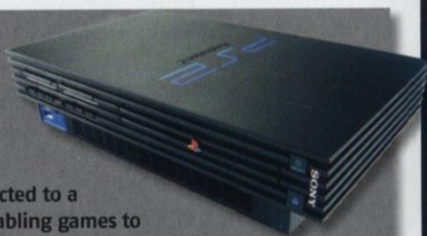
What we are already seeing is strong and extremely diverse support for Wi-Fi multiplayer gaming. Alongside the 'Ad Hoc' Wi-Fi support found in most of the launch titles, which enables you to play against friends in your vicinity, the forthcoming driving battle game *Twisted Metal: Head-On* will let you go online and use the 'Infrastructure' mode to play against other gamers all over Europe. Then there's *Namco Museum Battle Collection* where you can send minigames to a mate's PSP via Wi-Fi – a marvellous idea.

GTA ON PSP

Later, it's going to be interesting to see how other key brands exploit the PSP. *Grand Theft Auto*, *Midnight Club*, *Gran Turismo*, *Splinter Cell*, *SSX* and *Burnout* are coming of course, and there will be intriguing newcomers such as EA's *The Godfather* movie tie-in and the urban stunt sim *Free Running*, from Eidos. How long will it be before we see the first massively multiplayer online title, a PSP equivalent of *EverQuest*? Not long. Anything is possible.

PSP TO PS2 TO PS3...

The PSP can be connected to a PS2 via USB cable, enabling games to share data. The Japanese releases of *Metal Gear Acid* and *Metal Gear Solid 3* support this function, unlocking new items when they're connected. And Sony has already hinted that PSP will also be connectible to PS3 via Wi-Fi. This interplay opens up loads of opportunities. Apparently, your PSP can operate as a PS3 joypad, plus it's likely we'll see PS3 titles that let you download data onto PSP so that you can interact with certain game functions while on the move, before uploading them back to the console when at home. With a footie sim, for example, you could download your team stats onto PSP, then experiment with different formations on the bus. Endless fun!



"While games like *Ridge Racer* and *WipEout Pure* are amazing showcases for PSP, they only hint at its potential"

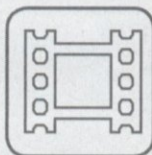
TURN TO P28

RIGHT NOW!
For 41 (41!) packed pages on all the amazing games that PSP has to offer. You'll be truly gobsmacked...

PSP

MOVIES

Turn your PSP into a cinema or watch MPEG-4 videos of last night's TV!



Watching movies on the go is something most of us are just getting into, and plenty are put off by the idea of lugging a laptop around, or shelling out several hundred pounds for a dedicated video jukebox. Which is where PSP comes in. Sony's multimedia marvel enables you to watch movies in two different ways: you can view MPEG-4 video files transferred from your computer onto Memory Stick Duos, and you'll be able to buy the latest movie releases on UMD in the same way you do with DVDs.

The PSP is a fabulous medium for watching movies, especially when you're on the move. With a massive 1.8GB of storage space, the not-so-humble UMD can hold up to two hours of DVD quality footage, but the data could easily be compressed further to provide more space for extra content.

The 480 x 272 resolution, 16.8 million colour display offers a detailed, sparkling image and PSP supports the 16:9 aspect ratio used by widescreen films. As

for sound, the stereo speakers provide crisp, clear audio, especially through the headphones.

Several major studios and distributors are now supporting the UMD format, including Universal, Disney and MGM.



■ Early PSP purchasers in the UK will be able to register their console and order a free copy of *Spider-Man 2* on UMD through the official web portal at www.yourpsp.com

Sony Pictures Home Entertainment will release 19 titles in the UK in September, among them *Spider-Man 2*, *Resident Evil: Apocalypse*, *Charlie's Angels* and *Hellboy* – the company is planning 45 titles by the end of the year. Over in America, PSP owners are also enjoying the likes of *Kill Bill: Volume 1*, *The Grudge* and *Dawn of the Dead*, while in Japan the first UMD porn movies are now available...

Sony is so determined to make the UMD format successful it is opening up the technology to other companies so they can produce their own movie and music players based around the discs. This should create a larger market for UMDs and therefore encourage more studios to release content for them.

HANDHELD CINEMA

Naturally, you'll be able to buy UMD movies in all the same high street shops



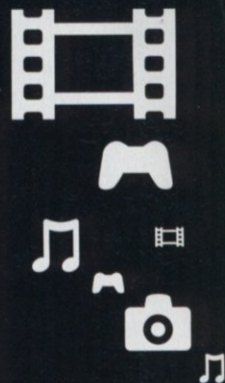
■ *Final Fantasy VII: Advent Children* was one of the first movies to be announced on UMD

and online retailers that you'd normally buy DVDs from. No price points have been announced yet but in the US movie UMDs retail for \$15-\$30 (this will probably translate to £15-£30). Most current releases over there lack special features, but it's likely that future titles will boast interactive content unavailable anywhere else – such as game demos and actor bios.

As for the sorts of movies you'll see transferred onto UMD, expect the big special-effects blockbusters to arrive first. And, of course, videogame tie-ins will make perfect sense on your new favourite handheld: in Japan, Square Enix has announced that it is releasing its feature-length CGI movie *Final Fantasy VII: Advent Children* on UMD. And with more studio support likely, the future of the portable movie industry is, quite literally, in your hands.

MEMORY STICK MOVIES

Right now, you can convert and transfer MPEG-4 files from your PC to your PSP (see page 82), but in the future it's likely you'll be able to download PSP-compatible MPEG-4 movies straight from dedicated websites – a bit like iTunes or Napster, but for films. Sony has already set up its own download website – <http://psp.connect.com/> – with several short video clips and a tutorial to get you started. Eventually this is likely to become a commercial site offering full length movies and albums for a fee.



TURN TO P78

MOVIE MAGIC

Find out which movies are coming to UMD, and how to transfer video files to your PSP in our dedicated movie section.



■ You'll be able to download Eminem's latest album, or just pick and choose certain tracks. It's up to you!



© Retna Ltd.

MUSIC

Wherever your PSP goes your music collection goes too!

Don't want to shoot things? Don't fancy watching movies about people shooting things? No problem. PSP is also a powerful music player and Sony is determined to make it as competitive with the likes of iPod and Zen Creative as possible.

As with movies, there will be two ways to listen to tunes on your PSP: very

soon you should be able to walk into HMV or another high street store and buy albums released on UMD; but straightaway you can transfer music files from your PC onto a Memory Stick Duo and play them on the console. As well as MP3s, PSP can play ATRAC3 files, Sony's own music compression format. You can also group tracks together into playlists – just like a regular MP3 player. And finally, as with Xbox, you'll actually be able to use your MP3 collection as a soundtrack with certain game titles. That'll put an end to the hair-tearing insanity most of us feel after listening to the same bits of in-game music over and over again...

IT'S SO EASY

Getting hold of MP3 music is an absolute cinch. Just fire up your PC and download tracks from any of the well-known music sites, such as Napster, Rhapsody or the MSN Music Club, then pipe them to your PSP (turn to page 94 for our hands-on guide). Sony is also planning its own iTunes-style music service for PSP that may enable owners to download tracks directly via the console's Wi-Fi Internet connection. For now, Sony has set up <http://psp.connect.com> – named after the company's PC music download service, Connect. At the time of writing, it offers video clips, but will surely be

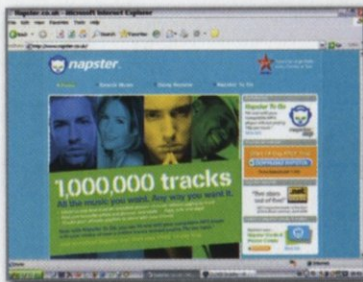


UPDATE YOUR AUDIO

Disappointed you can't port AAC or other music file types to your PSP? Don't be. As you know Sony will release regular firmware updates – it's more than likely one of these will include an upgrade to the music engine. And besides, there are plenty of utilities out there that can transfer music from any file-type to MP3.



■ Sony is planning to create its own music download service so you can download tracks directly onto your PSP



■ Napster is a well-known and reputable music download website that's just waiting to give your PSP something to listen to

expanded to handle music. Games themselves may also send MP3 files to the PSP music folder so you can listen to the soundtrack whenever you like.

EXCLUSIVE CONTENT

As for UMD albums, Sony Computer Entertainment Europe has joined up with Sanctuary Visual Entertainment, the world's largest independent music group, to launch a selection of its music videos on PSP including works by INXS, Iron Maiden and Bob Marley. More contemporary releases and other music company deals will follow (in America, Sony has a similar deal with Eagle Rock Entertainment for content by Nirvana, Jimi Hendrix, Snoop Dogg and others). As well as audio, the discs will store music videos, live performances, band interviews and photos.

Fans of portable entertainment are going to be extremely spoilt for choice...

MUSIC ON MEMORY STICK

The 32MB Memory Stick included when you buy PSP can hold up to an hour's worth of MP3s. If that's not enough you can buy larger capacity sticks – at the moment the most spacious is the 2GB Memory Stick Pro Duo, but these are expensive. Much cheaper are the 512MB versions, which will hold up to six albums.



"You can actually use your MP3 collection as a soundtrack with certain game titles – which'll put an end to you listening to the same bits of in-game music"

TURN TO P90

SOUNDS GOOD
Get even more info on PSP's musical attributes and a handy how-to guide on transferring music on to your PSP

PSP



APPLICATIONS

Sony has always stressed that PSP is going to be much, much more than just a games console. And it turns out that playing music and videos is only a small part of the picture as well. So what else might PSP enable you to do in the near future? Here are some very distinct possibilities...



BROWSE THE WEB

Obviously, PSP can access the internet via its Wi-Fi connection so it's logical that you'll want to use it to surf the Web, and to send and receive emails. Sony wouldn't have overlooked this and is sure to be working on suitable web browsers and email clients that'll match your needs.



DO SOME WORK

PSP could easily run a simple suite of office software, including word processor, spreadsheet, calculator, organiser, etc. Perhaps this is what the USB keyboard is planned for?

PSP AT E3

At the 2004 E3 videogame exhibition Sony revealed three prototype add-ons for the PSP – a digital camera, a GPS navigation system and a cool transparent keyboard, all of which could theoretically be connected to the console via the USB port. Sony has given no definite launch plans for these diverse peripherals but what they show is that the company has fascinating and far-reaching ambitions for this 21st century Walkman.



Sadly, there's more to life than playing games, watching movies and listening to music. The good news is, there's more to PSP too...



WATCH TV

Last year Sony unveiled its LocationFree TV, a portable device that enables users to stream their favourite TV channels from the Internet via a Wi-Fi connection. The company has a similar technology for laptops, and there are reports that it is planning to adapt the system for PSP so you'll be able to stream your favourite channels from a home entertainment server, or more ambitiously, over the Internet wherever you are.



MAKE PHONE CALLS

In November 2003, when Sony unveiled its prototype PSP to western journalists, mobile telephone functionality was mentioned among the list of possible features.

Sony's chief executive, Ken Kutaragi has also been quoted as saying that he'd like PSP to include communication functions in order to compete with mobile phones. With the right software it could certainly be used to make Internet or VoIP phone calls.



GET AROUND

We know that Sony has developed a prototype GPS device for PSP but currently nothing else has been revealed. So how could this be of use to PSP owners? Well, Sony may team up with a company specialising in GPS mapping and navigation software so you can use PSP to find your way around. We may also see the sort of 'find my nearest...' service that mobile phone network operators now offer, enabling users to locate nearby shops, pubs, and other services.

"Sony is sure to be working on suitable Web browsers and email clients to match your needs"

TURN TO P98

THERE'S MORE
How can such a small console do so much? Head to p98 for more info on the fantastic applications that are crammed into PSP



WI-FI



Wireless multiplayer gaming is fast, easy and fun. And it's just the start of the PSP Wi-Fi experience

The PSP's Wi-Fi support will revolutionise the whole concept of multiplayer gaming on the go. If you're within 100ft of up to 16 other PSP owners you'll be able to hold your own instant multiplayer events.

With *Ridge Racer*, for example, just meet up with five chums and choose Wireless Battle from the game menu. One of you becomes the host and selects the track you'll be racing on, the rest wait until everything has been set-up. Then it's time for some slick six player racing action. Most of the PSP launch games support this kind of 'ad hoc' network gaming.

This is just the beginning. Your PSP can also connect to the internet via Wi-Fi Hotspots or a home wireless router, which means you'll be able to engage in multiplayer action against

SHARE AND SHARE ALIKE

It looks like generous PSP owners will be able to share minigames with their pals, via Wi-Fi. The retro collection *Namco Museum* enables you to send a selection of classic arcade hits to another PSP where they are stored in the machine's RAM until the console is switched off. *Colin McRae Rally 2005* and *Twisted Metal: Head-On* also support the Game Share facility.

players all over the world. Five games in the US launch line-up, including *Twisted Metal: Head On* and *ATV Offroad Fury*, feature support for online multiplayer, referred to by Sony as 'Infrastructure' network gaming. This means players will be able to connect to the Internet via Wi-Fi hot spots and then challenge other gamers from all over the country. Expect ambitious projects such as massively multiplayer RPGs to be announced very soon.

Sony is also talking about providing system updates and music and video download services via the PSP's Internet connection. You'll even be able to download minigames to your Memory Stick Duo. Yes, the days of gathering around and connecting handheld consoles together via an array of tangled wires are well and truly over.

TURN TO P102

WIRELESS WORLD

Who the hell needs cables anyway? Check out everything you'll ever need to know about going wireless with your PSP.

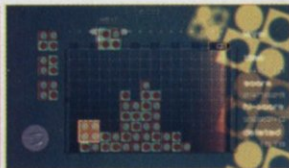
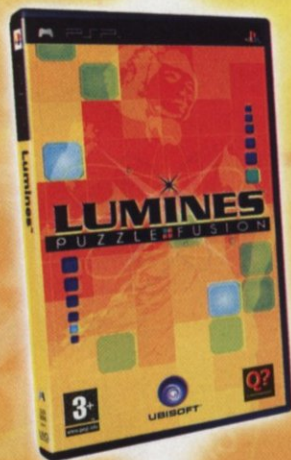
WEIRD WI-FI

Forthcoming shooter *Infected* has an interesting use for PSP's Wi-Fi function. When you beat another player in a deathmatch battle you get to infect their character with your own personal virus, which then spreads to everyone else they play against. You can then track how far your virus has spread through the worldwide PSP community.

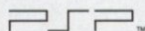
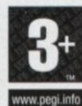


Perfect mix

*"The game many are already
calling the best game for PSP."*
IGN



Addictive, musical & fun block game



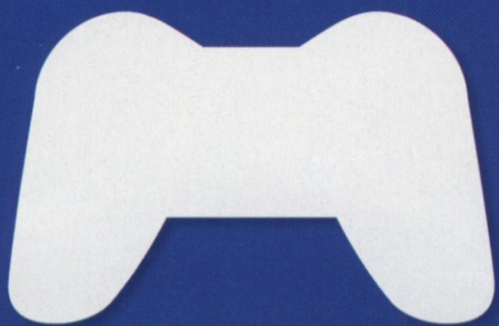
Out 1st September
www.luminesgame.com



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"There's a huge number of games on the way, and they all add something to the allure of this device"



GAMES

You hold in your hands the most powerful portable console ever created. Now it's time to check out the games

When it comes to games, the PSP makes other handheld consoles look like 1980s Game-And-Watch pocket machines.

And that's no idle boast. We're not just trying to make you feel proud of your purchase (your PSP will manage that all by itself). And you don't need to decipher the vagaries of the PSP's system specs to get an idea of how good it really is. All you need to do is see the games in action. You know how it goes. The first time someone picks up *Ridge Racer*, their jaw hits the floor.

It happened to you – it happens to us all. The speed, the smoothness, and that unbelievably large screen; they all combine to inspire awe. And here's the great news: all the most important games developers have committed themselves to supporting PSP. As a result, there's an absolutely huge number of games in the pipeline, and they all add something to the allure of this device.

With a mouthwateringly diverse launch line-up (see our roundup on p76 for the complete list) and plenty more titles on the way, not to mention UMD movies, the PSP is not only desirable. It is quite simply essential.





CONTENTS

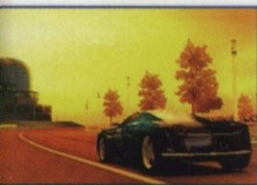


- 30 RIDGE RACER
- 32 WRC
- 33 F1 GRAND PRIX
- 36 WIPEOUT PURE
- 38 NEED FOR SPEED
UNDERGROUND RIVALS
- 39 MIDNIGHT CLUB 3:
DUB EDITION
- 40 TOCA RACE DRIVER 2
- 42 METAL GEAR ACID
- 44 COLIN MCRAE RALLY
2005 PLUS
- 45 VIRTUA TENNIS
- 48 SPIDER-MAN 2
- 49 MEDIEVIL
- 50 GRAND THEFT AUTO:
LIBERTY CITY STORIES
- 52 BURNOUT LEGENDS
- 54 CODED ARMS
- 55 DYNASTY WARRIORS
- 56 APE ESCAPE
- 58 MERCURY
- 59 LUMINES
- 60 DEATH JR
- 61 WORLD TOUR SOCCER
- 62 INFECTED
- 63 BATMAN RETURNS
- 64 FIFA 2006
- 66 TONY HAWK'S
UNDERGROUND 2: REMIX
- 67 WORLD SNOOKER
CHALLENGE 2005
- 68 NFL STREET 2: UNLEASHED
- 70 EVERYBODY'S GOLF
- 71 NBA STREET SHOWDOWN
- 72 FIRED UP
- UNTOLD LEGENDS
- 73 GAGHARV TRILOGY
DARKSTALKERS
CHRONICLE:
THE CHAOS TOWER
- 74 SSX 4
- TWISTED METAL: HEAD ON
- PURSUIT FORCE
- FOOTBALL MANAGER 2006
- PETER JACKSON'S KING KONG
- VIEWTIFUL JOE: VFX BATTLE
- NAMCO MUSEUM
- BATTLE COLLECTION
- FREE RUNNING

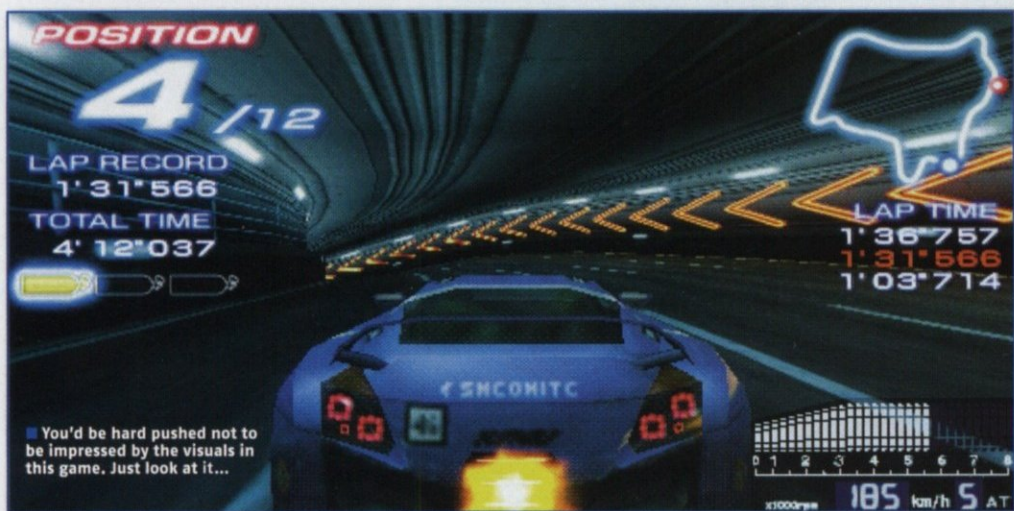


WHEN A GAME
FEATURES THIS
ICON, YOU'LL
KNOW IT'S ON
THE COVERDISC!





■ Whether you're racing off into the sunset, or wowing the crowds, it's thrilling stuff



RIDGE RACER

The classic arcade racer hits full throttle



■ PUBLISHER.....SONY
■ DEVELOPER.....NAMCO

This is the handheld game we thought we'd never see: a proper 3D arcade-style racer that, in many ways, surpasses its full-size console counterparts.

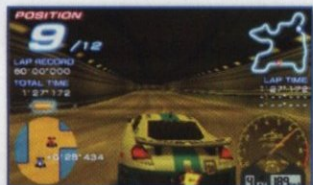
Offering adrenaline-fuelled racing across a variety of brilliantly crafted circuits, the PSP incarnation of *Ridge Racer* provides perhaps the greatest portable automotive

experience ever conceived.

The gameplay itself is simple – drive fast! – yet so well-executed that you couldn't ask for more. The addition of a turbo-boost function enhances your speed, and affects your racing tactics – not least because the rate at which your boost meter is filled is directly related to the amount of time you spend power-sliding.

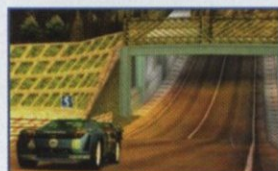
And, in addition to Time Attack and Single Race options, there's also an entirely lag-free Wi-Fi function for up to eight PSPers, which is as effortless to set up as it is exhilarating to play.

When you start playing though, it's neither the powerslides nor the turbo-boosts that'll first grab your attention. *Ridge Racer* looks stunning and will make you realise the awesome capabilities of PSP.



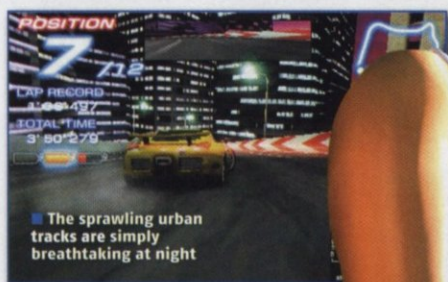
■ We're going so fast that sparks are tripping off the car, yet we're only in ninth place. Aww come on!

CLASSIC TRACKS

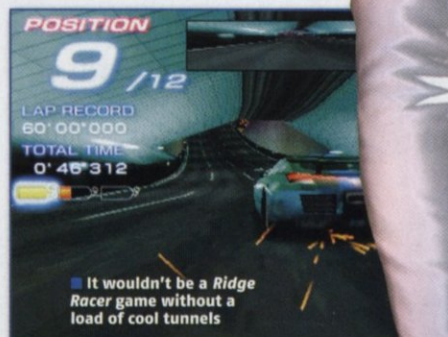


The World Tour mode on PSP has a compilation of 12 of the best tracks to feature in previous *Ridge Racer* games, with devilish computer-controlled opponents that get progressively tougher the more you race.

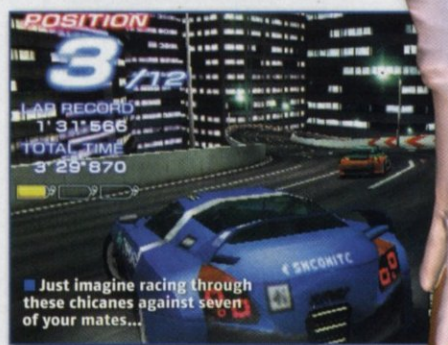
And, if you get bored of the 12 tracks on offer (which, quite frankly, isn't very likely) each of them can be reversed to mix up the racing action and test your skill even further.



■ There's an edge-of-the-seat in-car view for those who can handle it



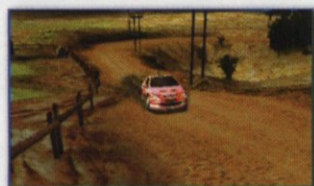
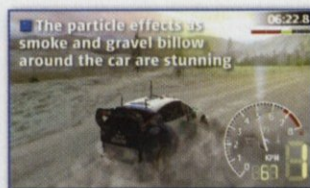
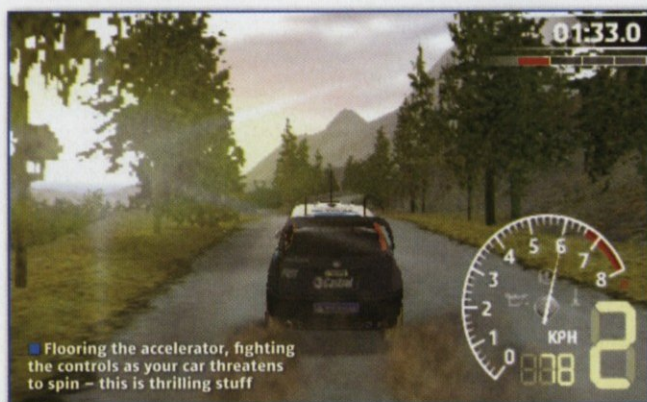
■ It wouldn't be a Ridge Racer game without a load of cool tunnels



■ Just imagine racing through these chicanes against seven of your mates...

"When you start playing, it's neither the powerslides nor the turbo-boosts that'll first grab your attention. *Ridge Racer* looks stunning"

"Featuring all the official content of the WRC, this is a totally authoritative simulation of the sport"



■ TV-style replays show you exactly what you did right and where you went horribly wrong, so pay attention

■ The skiddy delights of a desert rally test your handling skills almost as much as a snow-bound event

■ Mist, gloom - it could only be the UK rally. You'll have to cope with the poor visibility 'cos plenty of hazards await

WRC

The official world rally game skids into action

- PUBLISHER.....Sony
- DEVELOPER....Travellers Tales

The official videogame of the World Rally Championship is going head-to-head with *Colin McRae* for the PSP rally crown, and thanks to all its licensed content, hardcore offroad fans are in for a gigantic treat.

Featuring the 16 official rallies from the WRC along with 19 bonus stages, the six official manufacturers and their drivers, plus 30 fully-licensed vehicles this is a totally authoritative

simulation of the sport.

Of course, all that wouldn't mean a thing if *WRC* didn't do the business out on the road, but the game delivers in fine style, offering genuinely realistic action. All the original PS2 version's game modes - Quick Race, Time Trial, Single Rally and Championship - still feature but they've been streamlined to take full advantage of PSP's quick fire, on-the-go nature. And if you fancy testing your rally skills against friends, there are 16 super special stages for up to eight players via Wi-Fi.

CRASH TEST



All the courses have been re-designed for PSP to make them shorter and faster. They will also feature extra hazards to catch you out such as trees, rocks and barriers - so expect to see plenty of the game's destructible scenery and fully-deformable vehicles in all their glory. Just imagine, you're bombing down a straight at 180kph only to brake too late for a hairpin bend. BANG! You crash through the barriers and flip into some trees, turning your car into a smoking, mangled wreck. Sweet.

F1 GRAND PRIX

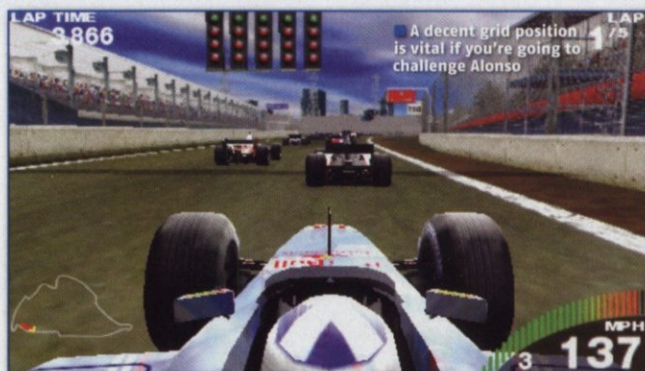
Show Schumi who's boss in this turbo-charged F1 sim

■ PUBLISHER.....Sony
■ DEVELOPER.....Sony

Breathe in those petrol fumes, protect your ears from the guttural roar of an 850bhp engine and pretend not to gawp at the grid girls parading around in cheeky hotpants. Yes, it's the F1 circus in all its extravagant glory – and lest we forget, there's some racing going on here as well.

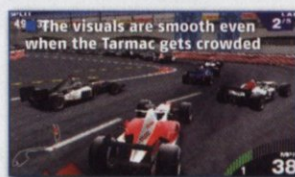
Officially licensed by the FIA and based around the program for the 2005 season (including the new Turkish circuit which even the *real* drivers are new to) this is a realistic F1 sim featuring all the detail, all the teams, all the drivers and the eye-watering speeds fans of the sport demand.

Quick Race and Championship modes come in pure simulation form along with a more arcade-style pick-up-and-play format to



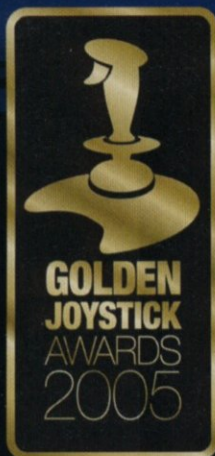
suit the nature of PSP. Another new feature is the Scenario mode where players can re-race some of Formula One's most memorable moments. And for the first time ever with any F1 game, you'll be able to download real grid line ups and qualifying times as the races happen.

Throw in eight-player head-to-head races via Wi-Fi and this roars straight into pole position.



"A realistic F1 sim featuring all the detail and eye-watering speeds fans of the sport demand"





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"It's practically impossible to fault *WipeOut Pure*. It should be high on your list of essential PSP purchases"



WIPEOUT PURE

In the future we'll all drive like this...

DOWN AND OUT



WipeOut Pure already features plenty of thrill-seeking action, but there's more to come. Shortly after launch, Sony will release a range of downloadable extras for the game. In the US, the company has already created three 'Gamma Packs' filled with goodies. The first contained the Staten Park track, the Piranha team skin and a Tigron craft. The second pack had two tracks - Exostrat Run and the neon-splattered Ubermall - and new menu skins from the Auricom and Qirex teams. Finally, the latest release boasts the classic Van Uber craft, the scarily mountainous Sebenco Peak circuit and the Feisar team skin for your menu. It's likely the UK will see a similar line-up. More info at www.wipeoutpure.com

■ PUBLISHER.....Sony
■ DEVELOPER.....Sony

Arcade thrills are what the PSP has been made for, and if it's fast and furious gameplay you're looking for, then it doesn't come much faster (and it's hard to imagine anything more furious) than *WipeOut Pure*.

Claiming pole position on the racing genre grid from the off, *Pure* delivers ultra-fast racing action, combined with bonus weapons and the sort of track design that's usually reserved for the fairgrounds. Massive tracks undulate wildly, with swooping

downhill chicanes mixing it up with visually stunning environments and strategically placed power ups and bonus features. Frankly, it's hard to believe that a better hi-octane racing game will appear on the PSP for quite some time.

Having seen *Pure* in action, we're convinced that it's sure to do for the PSP what the original did for the PSone when that was released way back in 1995. One of the original PSone games, the first *WipeOut* impressed not only potential PSone buyers, but also those wavering between the PSone and Sega's very decent but



■ You're in the lead on the last lap of the race. Just don't mess up this corner



■ With 16 tracks to choose from, you'll never tire of the surroundings



■ *Wipeout Pure* aims to recapture what made *Wipeout* such a success in the first place – hence ‘Pure’...



■ The Wi-Fi link enables players to swap ghost data, so that you can race against your friend's ghost ships



■ The game's so brightly coloured, that it can be a relief to get in a dark tunnel

underpowered Saturn console.

Flash forward ten years and we come bang up to date with *Wipeout Pure*. There are a total of 16 tracks (12 original ones, plus four more from the four previous *Wipeout* games), a Wi-Fi mode that lets up to eight gamers go head-to-head and even downloadable content planned for the future (see ‘Down And Out’ for more on this).

But why the name *Pure*? That's easy to answer. Sony has simplified the gameplay, cut out a lot of the guff that hampered the previous sequels and returned to a free-flowing and action-

packed control system that feels and plays much more like the original *Wipeout* game – and we certainly applaud Sony for making that decision.

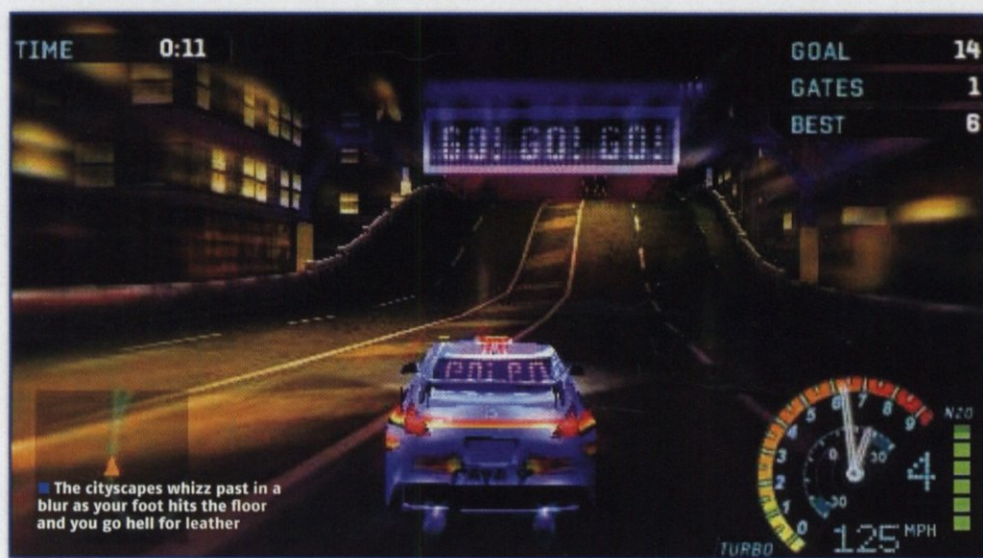
As launch games go, it's practically impossible to fault *Wipeout Pure*. When (or, indeed, if) you eventually tire of the main game, the fact that you can then challenge your mates to a race and download a whole raft of new content means it's got to be high on everyone's list.



■ When you pick up a weapon, you have a choice to either fire it, or use its power to replenish your ship's energy



"This is one PSP baby that's not only got its father's good looks, but most of his best moves, too"



NEED FOR SPEED UNDERGROUND: RIVALS

Need For Speed puts pedal to metal and roars onto PSP

■ PUBLISHER.....EA
■ DEVELOPER.....EA

Having seen this beauty in motion, we're happy (happy in that we're bordering on mild ecstasy) to report that this is one PSP baby that's not only got its father's good looks, but most of his best moves, too.

Taking its cues from *Need For Speed Underground* on the PS2, *Need For Speed Underground: Rivals* offers an impressive ten challenging tracks for you to race the game's selection of Japanese custom and American muscle cars around.

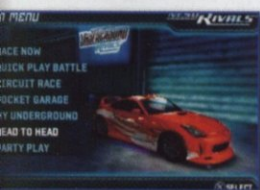
From the 'wet look' tracks to the turbo-boost visual blurring, *NFS* really looks the part, and runs as fast and smooth as you could wish for. Fans of the series will be excited to hear that the game uses the PSP's Wi-Fi capabilities to full effect; not only is head-to-head racing available, it's positively encouraged.

Tinkering under the bonnet of the in-game car models is also possible, to give you that performance edge when you're out on the street. In short, it's a driving game that might even rival *Ridge Racer* for your affections. See what we did there? *Rivala*? Yes? Oh...

GARAGE LAND



To tackle different challenges and tracks, you'll want to jimmy around with your car's innards, by increasing the gearing, or changing the tyres for example. It's not compulsory mind – but if you want to get the very best out of your motor, it's definitely recommended.



■ Racing against a mate is what *NFSU Rivals* all about



■ Daylight racing would be a copper-magnet, so expect to cruise the cities by night

DUB REMIXED



Why *Dub Edition*, you may ask? Well, *Dub Magazine* is a big publication stateside – it's the original motor-bling mag, featuring stacks of customised cars and lifestyle features, plus interviews with folk who love tricking up their motors inside and out.

MIDNIGHT CLUB 3: DUB EDITION

Is bling your thing? Then you've hit the mother lode

- PUBLISHER.....Rockstar
- DEVELOPER.....Rockstar

Enter the illegal street racing world of *Midnight Club 3: DUB Edition*, and baby, there's no turning back.

It's a place where races unfold, freeform, over entire cities. Where the style you bring to your tricked-out car or bike is just as important as crossing the finish line first. And where reputation is *everything*. Think you've got what it takes?

In *Midnight Club 3*, the cityscapes you roar through are real – Detroit, San Diego and Atlanta – but the blistering speed, gigantic jumps and, ahem, shattering detours through malls and other landmarks are pitched for maximum visual and visceral



■ "This cramped alley clearly isn't big enough for the three of us"

overload.

First you pick a sweet ride, and pimp it up. Go for the shiny pearlescent paint; drip every surface with chrome; then tweak the suspension and the engine for max power. In *MC3* the customisation process alone can become an obsession. Then put your money where your mouth is and challenge the best street racers in



■ With your ride well and truly pimped it's time to hit the town centre!

the US. Fast? F'sure. Furious? You have no idea – yet. But you will, amigos. You will...

"Pick a sweet ride, then pimp it up. Go for the shiny pearlescent paint; drip everything with chrome"



TOCA RACE DRIVER 2

ULTIMATE RACING SIMULATOR

"Boasts a staggering 15 motorsports, spread over 30 different championships and 52 circuits"

Get the ultimate racer for your ultimate handheld system

■ PUBLISHER.....Codemasters
■ DEVELOPER.....Codemasters

There's no shortage of racing games in the world, but even so *TOCA Race Driver 2* is special.

It's the most comprehensive racer you'll find, and boasts a staggering 15 motorsports, spread over 30 different championships and 52 circuits. So whether street racing's your passion, super trucks get your motor running, or you've got rally, grand prix, stock cars, V8s or classic car racing (to name just a handful of categories) under your skin, this game will deliver your petrolhead fix.

Featuring real performance cars, real damage and physics, and ruthlessly smart driver AI in tightly packed 21 car races (plus Wi-Fi multiplayer racing for up to eight PSP gamers) *TOCA Race Driver 2* brings depth as well as variety to the racing scene.



■ The Koenig Speedfest is just one of over 30 different global championships that you can take part in *TOCA Race Driver 2*



■ If you're not doing too well in the race, we suggest you just relax and take in the breathtaking views

BUMPER CARS



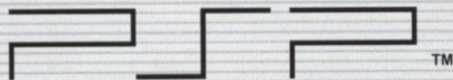
Every game since around 1998 has arrived with extravagant claims about "groundbreaking Artificial Intelligence" and "incredibly realistic computer opposition." Course, very few games actually live up to these lofty boasts – but *TOCA Race Driver 2* is certainly one of them. Driver AI is so advanced that if you irritate a rival – cut him up, say, or barge him off the track – he'll hunt you down and take revenge at the earliest opportunity.

Refreshingly, CPU drivers also make 'human' errors like spinning out or breaking too late for a corner.



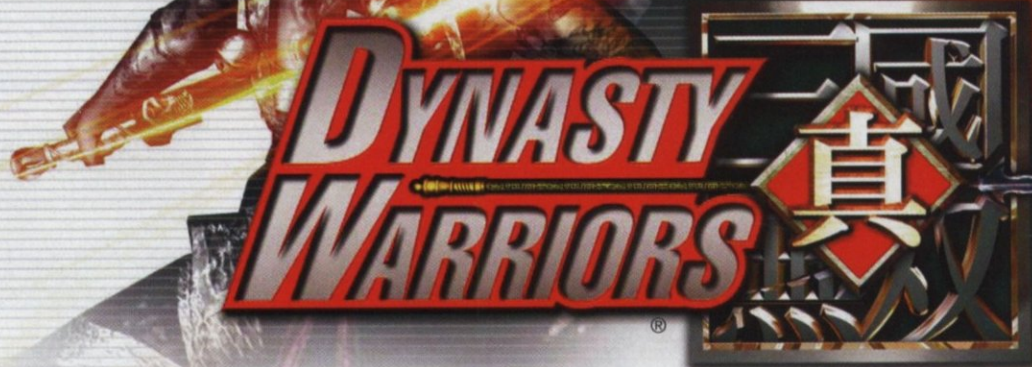
■ Feel the wind in your hair as you race the AC Cobra 298 CRS in the Convertible World Tour





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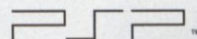
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PlayStation®Portable





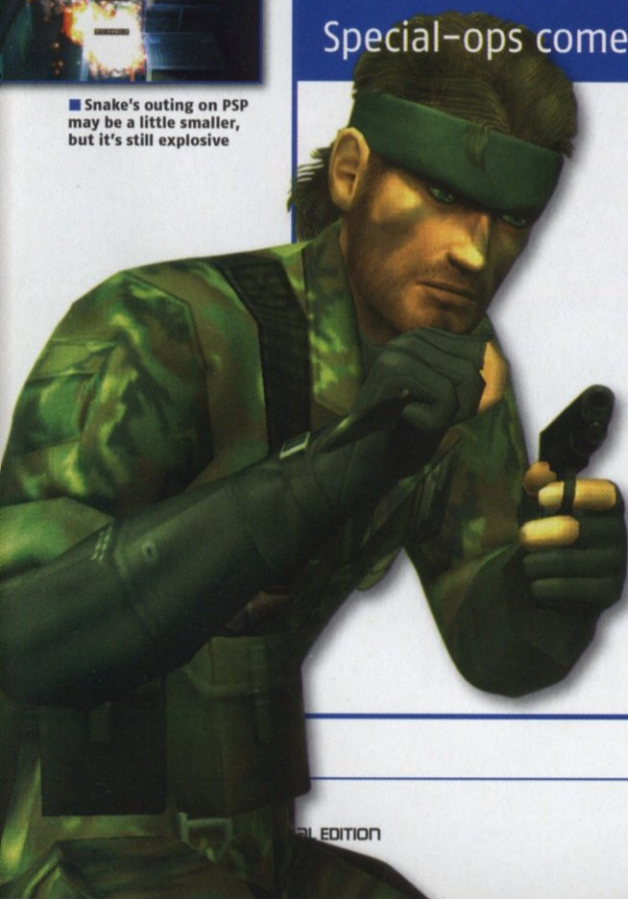
■ Snake's outing on PSP may be a little smaller, but it's still explosive



■ This is Solid Snake, *Metal Gear*'s hero. He's pretty much a one-man army. But a very quiet army

METAL GEAR AC!D

Special-ops comes to PSP. Prepare to feel the burn



■ PUBLISHER.....Konami
■ DEVELOPER.....Konami

Picture the scene. A lone operative, infiltrating hostile territory with a crucial mission to execute. Outnumbered and outgunned, full frontal assault would be suicide. Stealth is essential.

Heard it all before, right? It could be the plot for any one of a hundred hackneyed videogames of recent years. And yet, for those in the know (and that includes you, now) Japanese developer Konami's *Metal Gear* series has consistently turned variations of this threadbare premise into some of the most



■ All the action's set on a mysterious island called Lobito. Is that near Corfu?

innovative and gripping games in the history of button bashing. The concept is tactical espionage action. Avoid your enemy if you can. And if you can't, strike decisively.

Fans of the franchise will be pleased to hear that series hero, Solid Snake (real name David in case you were wondering...) returns in *Metal Gear Ac!d* for a mission that branches off the saga

AC!D INDIGESTION?



Confused about the new card-based style of *Metal Gear* gameplay? Here's how it works. On entering a new environment you're dealt a set of cards. Some may have weapons or ammo; others may have actions such as hanging from a ledge, running, shooting or healing wounds; others still may enhance your aim, stamina, or some other attribute which affects the powers you have. Each card 'costs' a different number of points, and for every turn you have (your enemies get turns too), you get a certain number of points to spend. So, to get past the patrol ahead, do you combine 'wait', 'crawl' and 'duck' cards to sneak past? Or should you play a grenade card followed by a shooting card for a devastating ambush combo? Or perhaps there's another way entirely...



■ If you're a long standing *Metal Gear* fan that's worried about how the card-based gameplay will work, don't. Trust us, it works very well indeed



■ Snake's well known for his stealth attacks, so make sure you stay silent



■ The fight over who got to use the loo first was really getting out of hand

storyline after the events of the original *Metal Gear Solid* game. But if all that means nothing to you, don't worry. Not only is this a perfect 'in' for newcomers to the series, but it also marks an entirely fresh approach to the sneak-'em-up gameplay formula.

Part elaborate card game, part animated board game, the turn-based *Ac!d* challenges you to navigate hostile environments making strategic use of a deck of action cards to plot movements, enhance skills, collect weaponry and neutralise the enemy. With every card carrying a point value and only a limited number of points per turn, will you be able

to create and play winning 'hands' to thwart the opposition cleanly? Or will your strategy crumble, leaving you exposed to a ruthless enemy, intent on your destruction?

Add to this unique, challenging single-player experience a truly inspired Link Battle, two-player mode, and PSP's *Metal Gear Ac!d* becomes just as unmissable as its legendary peers.



■ At each step of the game you choose which cards best suit that situation



AC!D AGAIN

In the UK, we haven't even enjoyed the first *Ac!d* title yet, but already Konami is developing a sequel. The game boasts all new action scenes, more intuitive and strategic gameplay, bright comic book visuals and a bunch of 'advanced hidden features' including a showdown with famous characters from previous games in the *Metal Gear* series. Little has been revealed about the plot yet, but once again, this is a whole new sidestory to the *MGS* timeline. There'll also be a helpful tutorial mode so if you somehow miss the first *Ac!d* drop, you won't be lost in the second...



"*Metal Gear Ac!d* is a uniquely engrossing experience, worthy of inclusion in any PSP owner's collection"

"Rallying is motor racing at its most extreme, and *CMR* captures the sport's thrills and spills to perfection"



■ Get those revs pumping and hit the throttle to start – as you mean to go on



■ All the vehicles from the WRC are here, including the ace Toyota Celica GT



■ Icy stages require full concentration (and a change of tyres) to stay on track

COLIN MCRAE RALLY 2005 PLUS

PSP goes offroad with the turbo-charged rally maestro

■ PUBLISHER.....Codemasters

■ DEVELOPER.....Codemasters

S kids, jumps, crashes, bangs and wallops all performed at 150mph with rocks and trees ready to turn your motor into a mangled lump of metal. Rallying is motor racing at its most extreme and the *Colin McRae* series has always captured the sport's thrills and spills to perfection.

Believe it or not *Colin McRae Rally 2005 Plus* is an amazing replica of *CMR 2005* on PS2. The wizards at Codemasters have crammed in *everything* including all the options, over 30 cars, the stunning graphics

plus the ultra-slick framerate.

And there's extra stuff for PSP!

You can take part in rallying events covering nine countries, and however much time you've got, there's a challenge to fit, from a quick spin to a complete championship. The more you win, the more vehicles and performance parts you unlock.

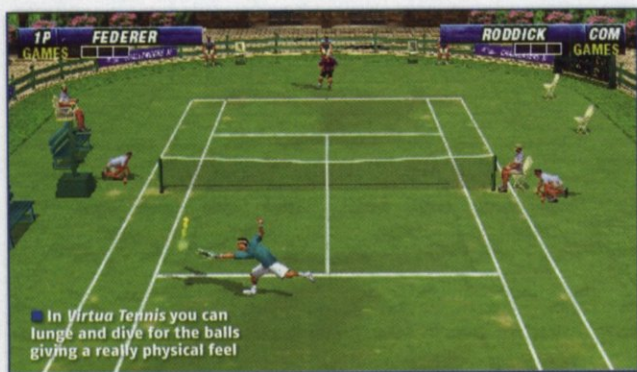
The sensation of speed and danger is exhilarating – taking to the air off a humpback bridge, skidding through a vicious hairpin bend, all the while with your co-driver's measured instructions in your ear. For anyone who likes their racing offroad, *CMR 2005 Plus* will be irresistible.

MULTIPLAYER



CMR 2005 Plus takes advantage of PSP's Wi-Fi capabilities to deliver top multiplayer action. You can either race against a 'ghost' car of your mate's performance in Championship and Career events or opt for the dedicated multiplayer mode and go head-to-head in special rally stages.





HIGHLY STRUNG



Virtua Tennis has always brilliantly captured the tension of the sport, using TV-style animation sequences before and after key shots to show the players reacting. It really gets you involved.

VIRTUA TENNIS: WORLD TOUR

Sega's superstar tennis sim makes a perfect return

- PUBLISHER.....Sega Europe
- DEVELOPER.....Sumo Digital

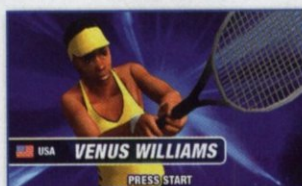
As far as realistic and intuitive tennis sims go, Sega has been beating the competition, game, set and match, for the past five years with its wonderful *Virtua Tennis* series. And now PSP is set to benefit from all that esteemed sporting wisdom.

Virtua Tennis: World Tour sets out its stall early, providing you with a player menu packed with worldclass superstars. Both the Wimbledon singles champions (Roger Federer and Venus Williams) are here as well as Roddick, Hewitt, Henman, Lindsay Davenport and, brace yourself fellas, Maria Sharapova. All are sharply rendered and easily recognisable as they blast around the court.

But it's the game itself that really excels. *Virtua Tennis* has always been about intuitive



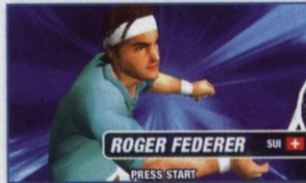
■ Create your own challenger and take on the world's best players



■ She came out of nowhere at Wimbledon. Can you send her back?

controls – minimum buttons, maximum possibilities, and the PSP version is set to follow suit.

Sega has also revealed three game modes. Exhibition lets you play a match as your favourite star, while the more indepth World Tour has you creating a newcomer then travelling the globe taking part in tournaments and trying out challenging minigames with names like



■ The current Wimbledon champion is sure to give you a run for your money

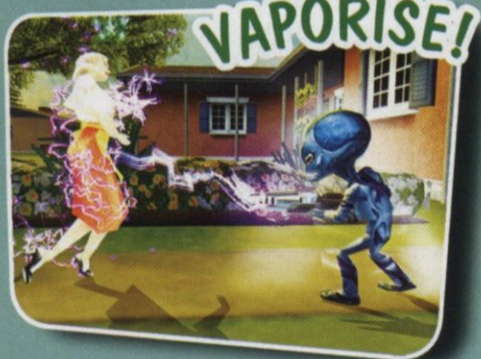


■ All the major surfaces are available to test your all-round tennis skills

Fruit Dash, Blocker and Balloon Smash. All of these are hilarious but they're actually designed to improve key areas of your game, such as smashing, targeting and aiming your shots.

And, of course, there's a Wi-Fi multiplayer mode for up to four gamers. Invite some chums around, serve strawberries and cream, and let the racket-wielding battle commence.

"Virtua Tennis has always been about intuitive controls – minimum buttons maximum possibilities"



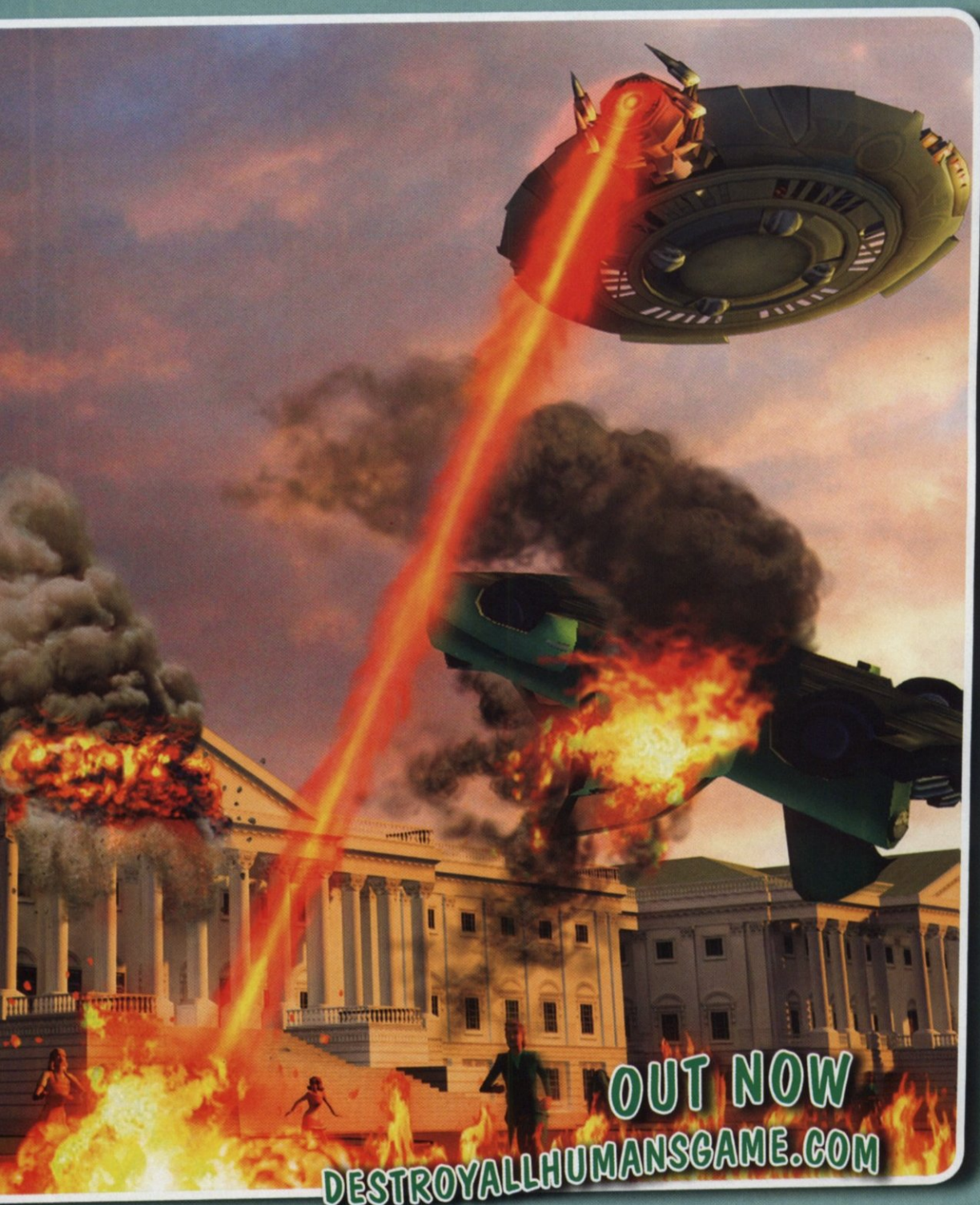
DESTROY ALL HUMANS!

ONE GIANT STEP ON MANKIND



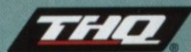
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"Approach tricky situations with all the skill and panache of a true superhero"



■ Peter Parker's Lycra-clad alter-ego drops in to dish out some punishment



■ Our Spidey senses are telling us that Spider-Man might just win this one...



■ Ah yes, we can't wait to get our hands on this baddie-catching fave

SPIDER-MAN 2

The undisputed king of swing is back for launch...

■ **PUBLISHER.**...Vicarious Visions
■ **DEVELOPER.**.....Activision

Traditionally, videogame representations of Spider-Man have been pretty strong – so we have high hopes for this PSP incarnation.

Spider-Man 2 is based around the blockbuster of the same name. Over the course of the game's 19 levels, it'll revisit key scenes and characters from the film, as well as throwing in new locations to help keep things fresh

– together with appearances from non-film villains such as Shocker, Rhino and Vulture.

Structurally speaking, the game will differ substantially from the PS2 version. The levels have more intimate, enclosed interior and exterior locations – in which you'll have to fulfil a series of objectives, from busting up enemies, to locating hostages and civilians and taking them to safety.

As ever, Spidey's abilities are the main draw here – with an excellent combat system to master, as well as a host of web-slinging and wall-crawling abilities that will enable you to approach tricky situations with the all skill and panache of a true superhero.

BOSSED AROUND



Like any superhero worth his salt, Spidey has a number of nemeses to contend with. Each one attacks and defends in his (or her!) own particular way, and you need to learn these patterns before you can deliver the ultimate sticky-fingered *coup de grâce*.





■ Untold treasure awaits the gamer ready to do battle in *MediEvil*



■ Many locations from the original title are in the PSP version



■ In true platforming style, you'll meet many colourful characters on your travels

MEDIEVIL

The welcome return of a ghost from PlayStation's past...

BLADE AND BOW



Within the detailed, Tim Burton-esque environments of *MediEvil*, you'll find all sorts of goodies waiting for you. For Sir Daniel may have been a coward in life, but as a dead man walking, he's taken to combat with gusto. There are tons of different swords to collect and use – some hugely more powerful than others – as well as a number of other weapons that have specific uses. The hammer, for example, is capable of cracking giant rocks that bar your way. And if you don't like it up-close and personal, you'll find a choice of bows with which to dispatch from afar.

■ PUBLISHER.....SONY
■ DEVELOPER.....SONY

You'd be forgiven for never having heard of *MediEvil* – a shame, because the PSone original proved to be a very accomplished and enjoyable platforming romp.

This is a near-total reworking of the concept. Reprising the role of Sir Daniel Fortesque (an unlikely and somewhat cowardly lead, who is resurrected from the grave to do battle with evil sorcerer Zarok) your task is to guide him safely through a series of macabre, gothic environments, comprising platforming tasks,



The shoot-em-up mini-game is ideal for a quick blast. 0/90

puzzles and more than enough sword-swinging combat.

While many elements from the original remain, there's a host of extras to please newcomers and veterans alike. Multiplayer mini-games, new characters and boss encounters and a save-anywhere feature that'll make the game easy to digest while on the move. And hey – Tom Baker as the voice of death? It's a done deal.

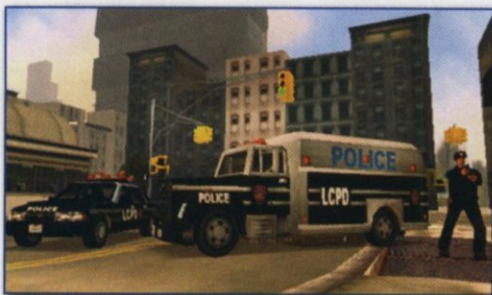


■ The original *MediEvil* was a cult title for PSone gamers

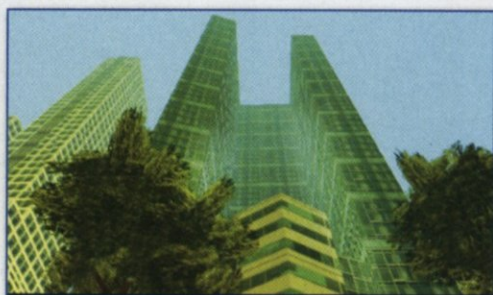


■ This is the rather slender form of Sir Fortesque. He looks a little weedy doesn't he?

"*MediEvil* is a very accomplished and enjoyable platforming romp"



■ You should really avoid police road blocks, but that massive truck would be just right for a nice quiet drive around the city...



■ Rockstar certainly hasn't scrimped on the architecture just because this is a handheld game. Check that skyscraper

GRAND THEFT AUTO: LIBERTY CITY STORIES

Hot town, slaughter in the city...

■ **PUBLISHER**.....Take Two
■ **DEVELOPER**.....Rockstar Leeds

You're back among the lowlife. The Liberty City scum, the drug dealers and head honchos, the crooks, the killers. And you wouldn't want to be anywhere else.

Yes, walking hand-in-hand with

controversy, a sawn-off shotgun tucked into its belt, *Grand Theft Auto* is set to make a welcome appearance on PSP. Think pimps, crims, perps and cops and you get an idea of the sort of folk you're set to meet in this heavyweight contender of a game. And, be warned, all these folk are out to abbreviate your lifespan.

Aficionados of the *GTA* series will note that the game thrusts you into the same murky streets you trod in *Grand Theft Auto III* – but *Liberty City Stories* is set three years before that game. Don't expect a peaceful utopia though, this town was always a cess pit of filthy crime and you're going to be wallowing in it as usual.

Mafia undertones look set to abound in the mission-based, carjacking, criminally insane adventure. You play mobster Toni Cipriani (who previously appeared in *GTA III* as a bit of a gangland middleman) against a backdrop of lawlessness in which only the most ruthless player will survive.

The game opens in the middle of an ongoing war between your Mafiosi friends and some merciless Triads. And, thanks to the power of PSP, the gameplay won't differ



■ Don't think of them as people, think of them as possible victims. That's the *GTA* way



TOP GEAR



In the fully 3D world of *Grand Theft Auto: Liberty City Stories*, you just have to make use of any hunk of junk that comes your way. That means you'll be sliding behind the wheel of such oddities as a people carrier, Humvee-like, all manner of taxis, dirt bikes and cop cars. In other words, there are plenty of varied, and variably handling vehicles to spice up any tourists' visit to Liberty City.

Our favourite? It's really got to be the Enforcer, a meaty police vehicle capable of holding several officers and, better still, splatting countless pedestrians! And this being a true *GTA* title you can drive it wherever you like, over whoever you like.



■ Hmm, nice bridge. Let's blow it to smithereens. Or drive a car off it

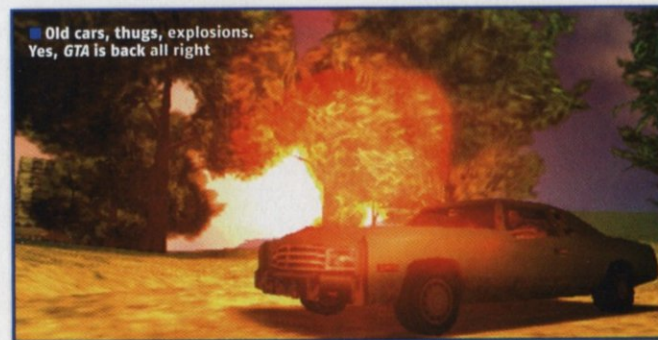
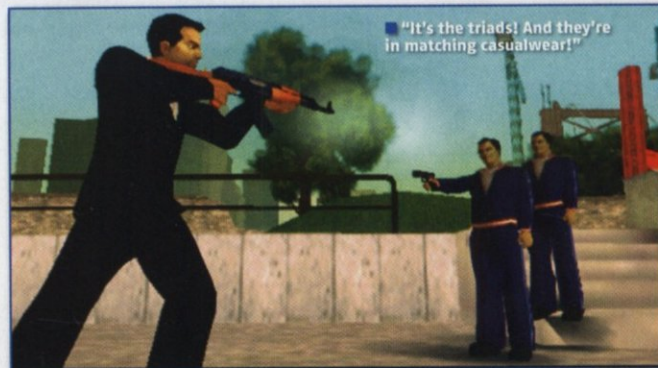


■ As usual there'll be a vast selection of motors to pilfer

greatly in terms of style and scope from *Vice City* and more recently, *San Andreas*, inviting you to use every vehicle possible to deliver packages, take out rivals and make messy getaways.

Expect to tool yourself up at regular intervals as you'll constantly be hounded by rivals hungry for the kudos of capping you in the street like a dog. What's more, the game promises to be characterised by clever mission design and seemingly endless and varied tasks to make your stay in Liberty City as uncomfortable as possible.

One early mission sees you hammering the accelerator in a bomb-laden truck to remove said explosives from the vicinity of some Mafia property before you have to duck out and let it blow up any passing innocents. Twisted logic – but, hey, that's *GTA* for you.



"You'll be constantly hounded by rivals hungry for the kudos of capping you in the street like a dog"

"Chuck in the most thunderous crashes you could imagine and you've got a game you simply can't peel your eyes away from"



■ *Burnout Legends* on PSP captures all the smashes of the console series...



■ ...and then adds some more for good measure. "Bumper, meet wall"



■ There are eight game modes so be prepared to put in the miles

BURNOUT LEGENDS

Become a legend, or burn out trying...

NEW WHEELS



As well as a host of tweaks and twists on classic levels and game modes, there's plenty of new stuff under *Burnout Legends'* shiny hood. There are tons of new vehicles for starters, with 25 unique cars on offer for you to mash with glee, and that includes an extra five unlockable police motors.

Best of all, a new Legends mode enables players to compete against 11 greats from the garages of previous *Burnout* titles. Oh, and if you want to give a PSP-owning friend a slice of *Burnout* action you can send them a demo of the game via the excellent Wi-Fi Game Share function.

■ PUBLISHER.....EA
■ DEVELOPER...Criterion Games

The idea of *Burnout* is simple. Drive a car very, very fast. Then, just when you're agog with fear, hit a speed-up token and go even faster. In itself this would be a recipe for a jaw-dropping experience, but chuck in the most thunderous and compelling crashes you could imagine and you've got a game you simply can't peel your eyes away from.

Let's explain what we have here. Imagine if all the *Burnout* games so far blasted it toward each other and smashed into a

blood-curdling wreck. Then imagine that all the chunks of gloriously mangled levels, vehicles and game modes were welded back together to form a new game. That's *Burnout Legends*.

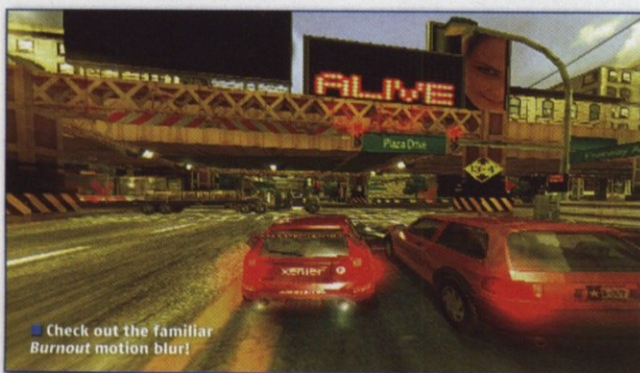
On PSP, *Burnout* is driven to all new extremes of high-octane entertainment. Eight gameplay modes in total make for a potentially unputdownable single player experience. Some modes emphasise your racing skills while others, such as *Crash*, simply require you to twist metal as spectacularly as possible.

The best feature of *Burnout Legends*, however, is the game's connectivity. Rather than simply enabling the player to compete against rivals using a Wi-Fi connection, playing others is essential if you want to unlock all the cars in the game. Only by beating friends, enemies and everyone else will you be able to win certain drives, not to mention all-important bragging rights.

Burnout Legends is more than a 'best of' collection, it's a thrilling, vehicle-mashing wonder in it's own right.



■ All those other cars: they want to be hit. They like it



■ Check out the familiar *Burnout* motion blur!

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PSP



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■ This ugly mutant, like many we've encountered, is just seconds away from being pumped with lead



■ Above is just one of the five different game worlds that you must do battle in

CODED ARMS



Ambitious first-person action on the small screen...

■ PUBLISHER.....Konami
■ DEVELOPER.....Konami

First-person shooters, like racing games, are an excellent yardstick with which to measure the grunt under the bonnet of gaming hardware.

Konami's *Coded Arms* then, like *Ridge Racer*, packs a serious visual punch that amply demonstrates the raw power of your new PSP.

It's a slick, fast-paced and velvety-smooth shooter that takes you on a relentless bug hunt through a gritty, industrial virtual-world – boasting a smart line in visual effects, from

dazzling neon to light reflection and refraction. It's pretty much your standard run-and-gun affair then, but that's no bad thing because the emphasis is less on showy gimmicks and quirky mission objectives and more on delivering jaw-dropping visuals, and a solid, no-frills, first-person shooting experience.

That's not to say it's lacking in features, mind. There's a healthy 30 weapons on offer, four-player Wi-Fi deathmatches and, perhaps most interestingly, a random level-generator which, theoretically, will keep you in fresh multiplayer arenas until the end of time itself.

THE MAINFRAME



Coded Arms isn't just another game about when aliens attack.... Some years ago, a military-grade VR training simulator was created to test soldiers in alien invasion scenarios. However, deadly flaws were found in the system, and the project was abandoned. You, as a top hacker, have sneaked your way into this defunct VR world, only to find that the program has evolved and grown to an incredible degree – and now you must fight your way out. Intriguingly, the weapons and power-ups you find in this VR world can be carried over into Wi-Fi battles...



■ The general rule of thumb here is: if you don't know what it is, just shoot it



■ You've got 30 heart-stopping weapons to choose from



■ Ah, health has gotten rather low, so we must go careful with this beast



■ In the PSP version you use the map to navigate through interlinked areas to have lots and lots of small battles



■ Epic scraps, magnificent battle grounds and cool warrior costumes. What's not to like?



■ Aieee! Men with spears. Remember to make your cavalry charge other units - for very obvious reasons.



Fact fans: *DW* is based on the historical book, *Romance Of The Three Kingdoms*

FLASH AND BURN



Realism is all well and good. But once in a while, you want to see some full-on fireworks, and here, *Dynasty Warriors* excels. Pull off a stunning series of moves, and you're treated to some epic, explosive scenes of carnage.



■ The stories behind the scraps in *DW* are all based on real-life battles in ancient China

DYNASTY WARRIORS

The bloodline is strong in this one...

■ PUBLISHER.....KOEI
■ DEVELOPER.....KOEI

The PS2 *Dynasty Warriors* games have sold more than seven million copies around the world, and it's pretty easy to see why.

For *Dynasty Warriors* is an extremely involving and action-packed game, rammed to the dojo with Japanese samurai sword-swinging action. That has to be a tick in anyone's book.

Which other game can claim to let you play as one of 42 different ancient Japanese warriors armed with powerful weapons, and ride a trumpeting elephant into

battle? None, we'd wager, and the fun doesn't stop there. There are huge armies of *Braveheart* proportions, two different games modes to master and the option to bring in a computer-controlled second-in-command to do some of your bloody blade-work for you.

What's more, the gameplay has been tailored to suit the style of a portable console. Therefore, while PS2 *Dynasty Warriors* battles are fought on massive battlefields (which could take well over 30 minutes to complete), their PSP equivalents are broken down into much neater and more easily digestible chunks.



"Frankly, this game is off its rocker. There's an amazing amount of stuff to do, and it's a hoot to boot"



APE ACADEMY

Monkey magic that's out of its tree



■ PUBLISHER.....Sony
■ DEVELOPER.....Sony

Ape Academy fits into the 'party games' category – namely, it offers tons of short, easy-to-learn games that are designed to be played by a group of people. Or in this case, primates.

The 50+ button-bashing interludes range from mini-game staples such as bowling, air hockey and follow-my-lead rhythm games to more curious pursuits, like the matador simulation, or the self-explanatory one-yard dash (which, at an average of just 0.3

seconds long, must rank as the briefest game ever conceived). While the single-player modes are loads of fun, it's the multiplayer options that make with the monkey magic. Head-to-head chimp challenges are available, with up to four players using a single PSP, as you share the controls. Going ape with your pri-mates has never been such a tempting prospect.

Frankly, this game is off its rocker. There's an amazing amount of stuff to do, and it's a hoot to boot. When was the last time you guarded a giant banana against an onslaught of ravenous zombie-apes? Exactly.



■ Look, even the humble chimps have their own rituals – such as dancing around the fire



■ Yes, you too can chance your hand as a matador. Starts off easy, but soon becomes a full-on bull rush

MADE IN JAPAN



Japan, the country from which *Ape Escape* hails, is a nation that loves its videogames. And the taste of the average Japanese gamer isn't necessarily that of the British gamer. *Ape Escape* is a perfect example of the kind of poppy gaming that the Japanese enjoy – part Takeshi's Castle, part party game, all bonkers chimp-rattling lunacy, and very, very creative. Of course the UK version won't baffle you with the Japanese language – it'll all be anglicised by the time you get your hands on it. Which is a good thing, as one of the games is a quiz!



■ The incredible spectator sport that is the one-yard dash. Chimps train for literally minutes before the event



SCALE NEW HEIGHTS ON THE PSP

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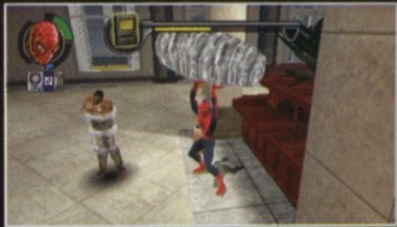
SPIDER-MAN 2



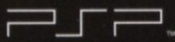
Battle through 19 all-new, action-packed levels across rich 3D environments.



Face off against Marvel villains, including Vulture—only on PSP.



Wield powerful new combos like heavy web ball, cocoon and web net.

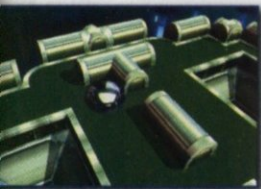


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■ Watch out – that doobrie will splat your mercury if you stray underneath it

MERCURY

Quicksilver kicks for the PSP

■ PUBLISHER.....Ignition
■ DEVELOPER.....Awesome

Every games machine needs an eye-opening title. The kind of game you show your mates, and say "Here's why I bought a PSP".

Mercury is one such game. It's an abstract puzzle game, built around the idea of manipulating blobs of mercury in an environment that recreates real-world physics to a startling degree. And as such, it's a beautiful thing to behold, as you

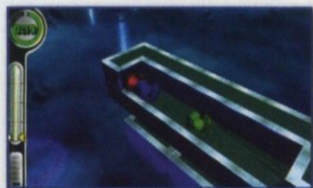
guide your little mercurial heroes through levels strewn with bizarre and grin-inducing puzzles.

The thing is, you don't directly control the movement of the mercury. Using the PSP controls, you actually tilt the game-board, literally moving the environment so that inertia, momentum and gravity all play their parts on your mercury. As you might expect, traps litter the levels – such as moving objects that splatter your mercury, splitting it into several smaller blobs which must be rolled back together...

TILT THE BALANCE



Awesome Entertainment, the development house behind *Mercury*, has been working on a rather natty USB peripheral for the PSP which enables you to tilt the machine itself in order to control the action on-screen. Sadly, the gadget won't be available when *Mercury* hits the shelves, but we're promised that it will be ready for future iterations of the game. And the magic component? A mercury switch.



■ Different coloured blobs can be combined to make pure mercury



■ You'll face mazes packed full of cheeky traps



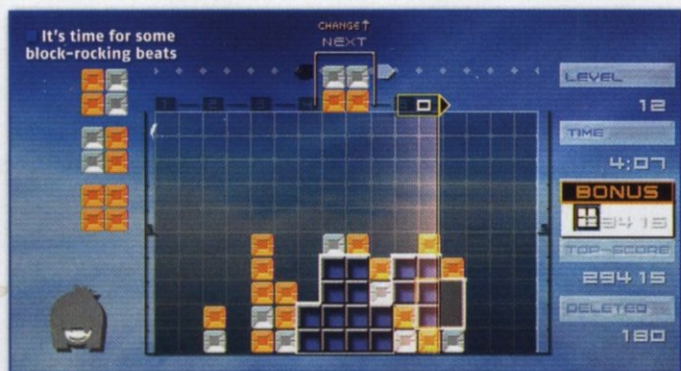
■ How do you get a blob of liquid up a staircase? That's for you to work out



■ Certain 'hotspots' will manipulate your mercury if you get too close

"It's about manipulating blobs of mercury in an environment that recreates real-world physics to a startling degree"





■ The 24 Challenge mode levels will keep you puzzling for ages

LUMINES

Let there be light in the puzzle genre

■ PUBLISHER.....Ubisoft
■ DEVELOPER.Q Entertainment

Put your ear to the page. Can you hear this game? No? Shame. Because, while *Lumines* might look like another *Tetris* clone, it's actually an audio-visual wonder. In fact, consider the puzzle game well and truly re-invented.

It works like this – blocks fall, you stack them with like colours to form a linked chain. It's simple enough – there are only two colours to worry about. Classic puzzle fare so far, only there are a couple of dazzling twists...

First, the game looks amazing.

Lumines boasts ever-changing 'skins' that must be seen in motion to be appreciated. As you play, the screen pulsates with whirling images and dynamic backgrounds. Do well in the multitude of modes and you'll unlock even more weird vistas.

Second, and most importantly, sound is an integral part of the gameplay. Your blocks only disappear with the passing of a left-to-right needle that throbs to the beat. Fast songs pile on the pressure to work quickly, slow songs demand you take care when you place your blocks.

Lumines is a unique collision between gaming, music and art.

TUNED IN



True to its Japanese roots, *Lumines* skips along to the beat of funky, catchy, J-pop sounds. And, best of all, you help to build-up the tune you're hearing. Each block that's destroyed in your daisy-chained groups gives out a tuneful dying breath in the form of a musical soundbite. The more blocks you can hook together the more complex and melodic the sequence of notes and noises that are added to the game's soundtrack. In other words you really can make sweet music while you play. No wonder this has been a sensation in Japan and America.



■ The amazing backgrounds make it hard to concentrate on the action



■ The more coloured blocks you destroy, the funkier the music gets



■ Find a mate, switch on Wi-Fi and try out the hypnotic VS mode



■ Is that *Eastenders* in the background?

DEATH JR.

A game that we've been dying to get our hands on...

"When the chips are down, there's just no substitute for a six-foot scythe"



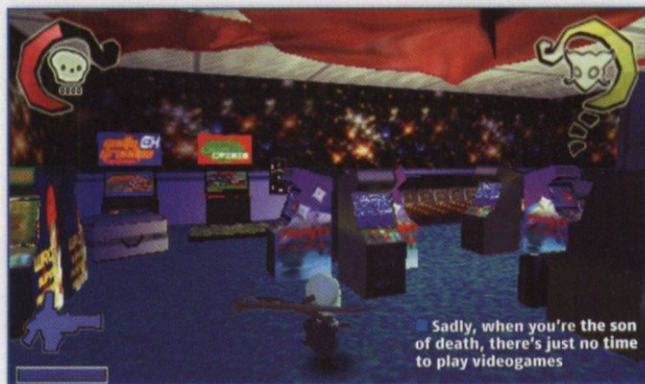
■ We reckon you'll enjoy this game so much, you'll play it to death. Sorry

■ PUBLISHER.....Konami
■ DEVELOPER.....Backbone

Death, it seems, has a son. How he found the time to sire a grim nipper in between all that grim reaping is rather unclear, but the fact remains.

Death Jr. is the young man's apt monicker, and death is certainly something he enjoys dishing out. His first videogame outing is a mixture of platforming and shooting – the latter being the important part, as he's pretty handy with the old boom-sticks, and has access to a big selection. But when the chips are down and things get up-close and personal, there's just no substitute for a six-foot scythe, *Death Jr.*'s favourite weapon.

Death, Jr. is an enjoyable game that looks set to have a long life.



Sadly, when you're the son of death, there's just no time to play videogames

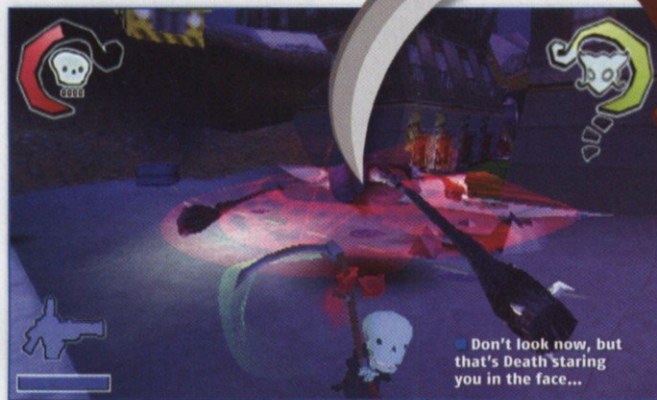


■ Much of the action is set in a museum which Death Jr is visiting on a school trip

DARK FUTURE



Rising star he may be, but *Death Jr.* has further aspirations. He's also going to star in his own comic books and animated movie, joined by his best mates Pandora (who has a habit of opening the wrong boxes) and Stigmarcha, whose hands bleed when she gets nervous. Oh, and he'll soon be a collectible figure as well, though we're not sure whether he'll be gracing the sides of lunch boxes...



■ Don't look now, but that's Death staring you in the face...

■ Ol' Jr here may look weedy, but it's his weapon we're really scared of





■ There are over 200 club and international sides in the game



■ Show some of Figo's skills and you can unlock loads of new content

WORLD TOUR SOCCER: CHALLENGE EDITION

The challenge is: can you put it down?

LIKE A CHALLENGE?



It's in the name – yep, *World Tour Soccer: Challenge Edition* is all about the 'challenge'. And a whole, brilliantly conceived Challenge mode is Sony's way of saying 'put this game down if you dare'. It works like this: you play against increasingly tasty teams looking to grind out results and better yourself.

Except there's a twist... Everything you do in each match is evaluated in terms of positive or negative points. String a good move together or make a winning tackle and you'll get plus points. Put through your own net or lamp someone for a red card and you'll be penalised. When you've finished a match you can hand your PSP to a mate and see if he/she can beat you for sheer style and defender-nutmegging class. A genius idea.

■ PUBLISHER.....SCEE
■ DEVELOPER.....SCEE London

World *Tour Soccer: Challenge Edition*, despite being a mouthful, proves that PSP can push portable gaming to another level. It's a football game – you guessed that much – but it's a special one...

The genius of *WTS* is that it offers every single thing you could want from a virtual version of the world's best sport, all crammed into a pocket-sized package.

There are over two hundred teams with licensed player names for a start. What's more, the game sounds so atmospheric, featuring commentary from Peter Drury who hollers out the name of every player on the roster.

Crucially, gameplay is shaping up to be solid and entertaining, founded on a simple control system and a raft of game modes from cup challenges to simple exhibition matches. OK, so *WTS* ticks all the same boxes as its home console counterparts, but that doesn't make it a sure-fire winner. The real hook of *WTS* is its lasting appeal. The game is just crammed with extras.

The Challenge mode itself is enough to keep you playing until next Summer's World Cup and Wi-Fi multiplayer gaming ensures that, if you ever finally unlock everything in the game, you can still while away the hours humbling your friends.

All in all *World Tour Soccer* looks set to be a stunning version of the beautiful game.



"Gameplay is shaping up to be solid and entertaining, founded on a simple control system and a raft of game modes"



■ Replays show the action from key angles like 'back of the net!'

GAMES

"Wi-Fi weirdness is *Infected's* sucker punch. If you beat another player, your virus 'infects' his PSP, making all his zombies like yours"



■ As Ving Rhames so delicately puts it, "You gotta shoot 'em in the head"



■ Choose your target! Best go for the quick ones first, eh?

INFECTED

The game that wants to eat your braaaaaains

■ PUBLISHER.....Majesco
■ DEVELOPER.....Planet Moon

It's all gone a bit *Day Of The Dead* round here. The zombies are out, and they want in - to your PSP.

In fact, *Infected* is one of the most innovative gaming concepts we've ever heard of. It's a shoot-'em-up at heart, in which you blast the living dead with big guns, but Wi-Fi weirdness is *Infected's* sucker punch. If you

beat another player, your own particular virus 'infects' his PSP, making all his zombies like yours. And if he then beats someone else, *their* PSP gets tainted with your mark too. Socially communicable gaming - it's definitely the future.

On Road or Off Road

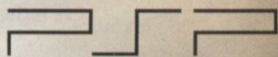
TOCA RACE DRIVER 2 ULTIMATE RACING SIMULATOR

- The ultimate in head-to-head motorsport with WLAN wireless multiplay.
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"The most comprehensive, most complete driving game ever made" PSW

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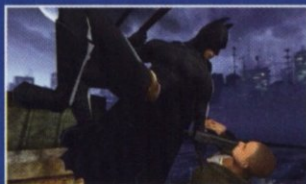
BATMAN BEGINS

Holy utility belt! It's a dark, gritty adventure starring the Caped Crusader!

- PUBLISHER.....EA
- DEVELOPER.Vicarious Visions

This is the game of the movie, starring Christian Bale as Batman, which hit cinemas in July.

As with the film, it explores the origins of the Dark Knight and his mission to clean up Gotham City following the murder of his parents. Gameplay is a mix of fighting, puzzle-solving and exploring as the young Bruce Wayne uses his gadgets and kung fu skills in a vigilante crusade.



■ Interrogating villains helps you progress through the story



■ Batman's crime-fighting skills improve as the adventure unfolds



"Explore the origins of the Dark Knight and his mission to clean up Gotham City"

Anywhere out 1st September on PSP Two of the greatest racing titles ever

colin mclaren rally 2005™ plus

"A great off-road blast" PSW

"The best rally extravaganza yet" PSM2

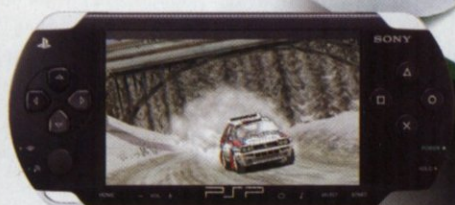
New game options for PSP:

Drive the 4WD Championship, Career or Multiplay modes with wireless networking.

Play for five minutes or five hours – autosave records your progress.

All the features of the world of rally on the latest portable gaming system:

• 30+ cars, immense worldwide stages and a diverse range of cups and championships to win.

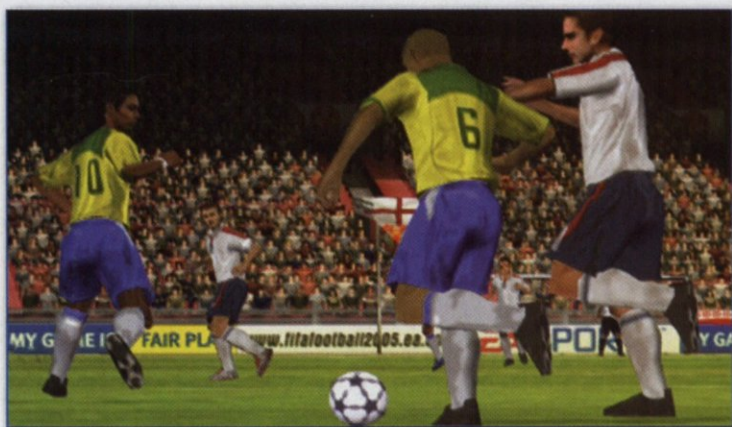
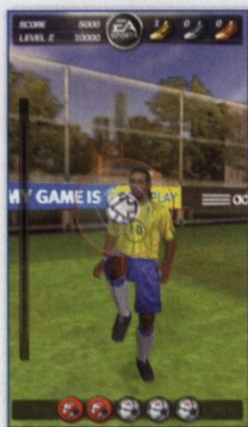


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GENIUS AT PLAY

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FIFA 2006

Where the football season *really* starts...

■ PUBLISHER.....EA
■ DEVELOPER.....EA Sports

Now you're spoiling us. Not only is the football season starting up again after another long summer hiatus, but now EA has announced the latest title in its superlative *FIFA* series. Both are welcome.

Of course, you get what you expect from a *FIFA* title. Cutting edge animation, over 20 leagues, 10,000 players with all the 05/06 stats, and intricately modelled stadia. In terms of actually playing the game, the designers have gone for an all-out attack feel, you're expected to see yourself as a Midfield Maestro – a Gerrard or

Kaka perhaps – directing the play, taking the ball from defence to attack in a series of deft moves. Apparently, new tackling, passing and shielding controls give you incredibly accurate and highly responsive control over player and ball. The aim is attractive football. Glamour football. The stuff we all like to watch.

But that's not to say the experience will lack depth. The game includes 'tactical button configurations' so you can build and enact deep strategic plays while the match progresses.

Another typical *FIFA* feature is interesting game modes. The 2006 edition features Challenge in which you re-live pivotal matches of the 04/05 season to see if you can change the course of history. There's also a ball-juggling minigame where you turn your PSP



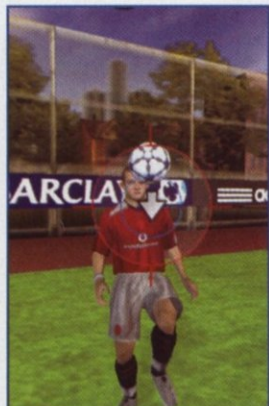
■ This is where we joke about keeping it up longer than Ronaldinho



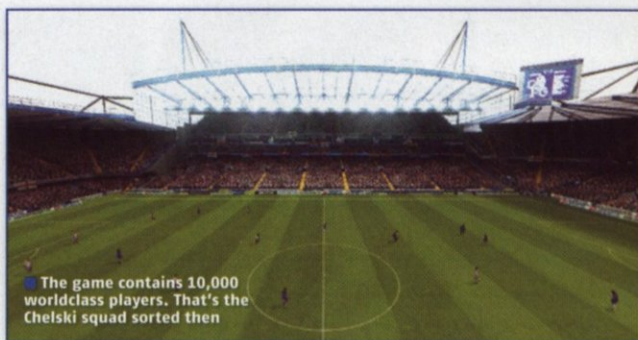
■ Wright-Phillips fools the defenders by wearing Sibierski's shirt. Is that allowed?



KEEP IT UP



The ball juggling minigame – for which you turn the PSP on its side – lets you practise your keepy-uppy skills. Perform well and you can unlock new goodies.

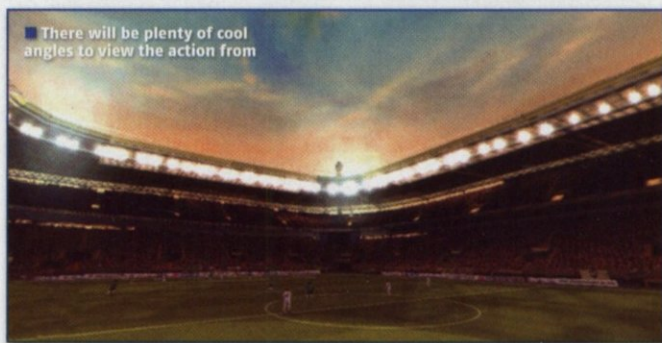


on its side and get a portrait view of your player as he plays keepy-uppy for as long as possible.

Wi-Fi support is agreeably thorough. Not only can you challenge other gamers to wireless matches, but you'll also be able to go online and download the latest team stats thereby keeping the game up to date with all the transfer market activity.

We're also promised plenty of the old EA Sports razzmatazz: great presentation, videos, licensed tunes. *FIFA 2006* comes with Pocket Trax, a built-in player that lets you watch your favourite music videos via the game – we're not sure how this works but it sounds intriguing.

Wi-Fi, data downloads, fun minigames... EA understands PSP. If the gameplay itself measures up, *FIFA 2006* will be your essential companion to the footie season.



"You're expected to see yourself as a Midfield Maestro, directing the play, taking the ball from defence to attack in a series of deft moves"



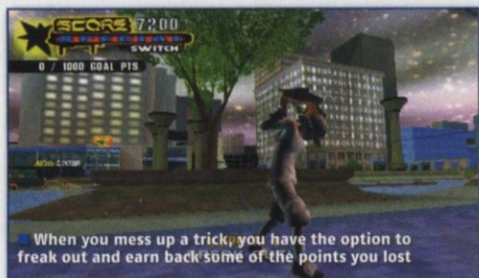
■ In areas like this cinema foyer, you'll have to be inventive



■ Wanna be famous? You can map your face onto the skater!

TONY HAWK'S UNDERGROUND 2: REMIX

The Handheld Hawk could prove the biggest and best yet...



■ When you mess up a trick, you have the option to freak out and earn back some of the points you lost



■ Each location gives you a wide range of objects to trick against and you can go wherever you want



"Unlike the original slightly conservative Hawk games, *Remix* takes a more outrageous approach to skating"

MO' GRINDAGE



Lip-tricks and rail-grinds have always required a good sense of balance in previous *Tony Hawk's* games, and *Remix* is no exception. Fortunately, the analogue stick is the perfect tool for the job – sensitive, but easily controllable. On the subject of previous titles, if you yearn for the purity of the older *Hawk* games, *Remix* also boasts a 'Classic' mode that revisits the series' familiar 'Secret Tape', 'C-O-M-B-O' and 'High Score' objectives. Just like those PSone days all over again...

■ PUBLISHER.....Activision
■ DEVELOPER.....Shaba Games

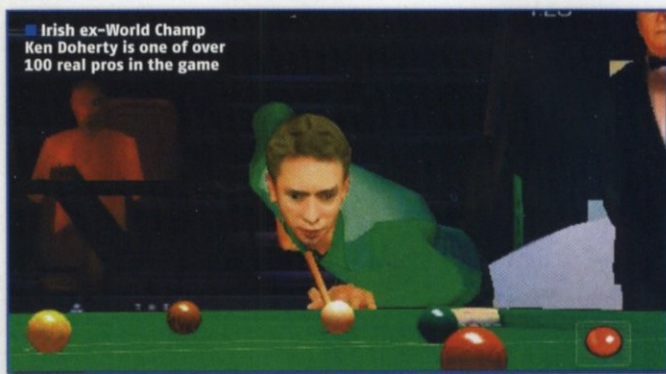
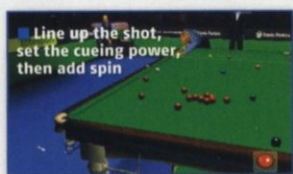
Joining one of two teams lead by Hawk himself or *Jackass* star Bam Margera, your task is to hit locations from Bondi Beach to New Orleans and trick your way up the ranks of the skate scene.

Each location is free-roaming, so you can pretty much do what you please. Take your time and practice your skills or, if you want to progress, accept challenges to increase your reputation. These can range from simple find-and-

collect tasks to trick-specific tests that require you to face off against an opponent or master a set of skills. Earn enough points, and you move to the next city.

Unlike the original, slightly conservative *Hawk* games, *Remix* takes a more outrageous approach to skating. There are pranks to execute as well as elaborate set pieces that open previously inaccessible areas.

Factor in the game's extensive customisation modes, as well as a healthy selection of Wi-Fi multiplayer options and this is a skater's dream come true.



WORLD SNOOKER CHALLENGE 2005

Take your cue from the game that's top of the pots



■ PUBLISHER.....SEGA
■ DEVELOPER.....BLADE

From the development team behind the *World Championship Snooker* series – without doubt the best snooker sims around – comes this completely overhauled contender for the PSP.

Importantly, the game now auto saves after every shot so you can switch off when you like. Plus, the fast start-up feature ensures you're only ever

■ As calm as ever, Hendry considers his next shot

seconds from play.

The only official game of the World Snooker Championships, *WSC 2005* features all the sport's biggest names (Ronnie O'Sullivan, Stephen Hendry and co.), all the real locations from the Preston Guild Hall to Sheffield's legendary Crucible Theatre, plus all the tournaments from the 2005 tour (presented in bite-sized form for busy PSP owners).

Out on the baize the innovative analogue stick cueing control keeps things realistic. Add in the superb AI that ensures the players perform as they do in real life – 'Rocket' Ronnie always goes for the pot, for example – and this is a potential 147.



■ A variety of camera angles are available to give you the ideal view

POT LUCK

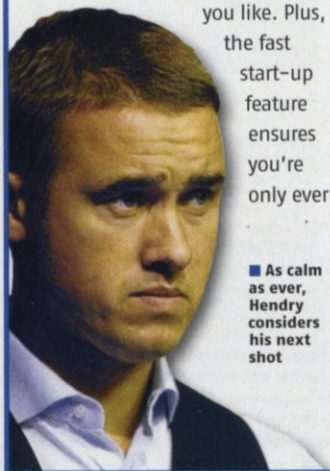


It's not all about the green baize – *WSC 2005* lets you switch to a blue table for some red hot pool action, and there's even a billiards option available. Pool offers an excellent slam-bang alternative to the more tactical snooker, and you don't even have to leave any pound coins on the side of the table...



■ Not sure why Steve Davis is playing the singer from Echo & The Bunnymen

"Out on the baize it's the most realistic and playable depiction of snooker ever"





NFL STREET 2: UNLEASHED

All the fun of NFL, but without the rules, man

"If you're the only PSP owner in the village, there's a party mode where up to four players can take turns to complete a minigame"



Follow the best tactical advice on offer – or just go with your instincts

PUBLISHER.....EA

DEVELOPER.....EA

Electronic Arts was one of the first developers to announce support for the PSP and the company wasted no time in porting across most of its big-name titles that appear on other games machines.

NFL Street 2: Unleashed is, as you might expect, a conversion of the excellent PS2 street-level American football game, but with a few exclusive features thrown in for good measure.

For starters, there are the Wi-Fi game modes, which not only support one-on-one games, but also a series of challenges, too –



Being a 'street' version of NFL you don't have to don the padded outfits



If you've got the ball, expect to have guys falling at your feet

Street Slalom, Style Standoff and Style Point Challenge, before you ask. If you're the only PSP owner in the village though, there's also a party mode, where up to four players can pass one PSP around as they take turns to complete a minigame. Overall, this is very much the PS2 version in a smaller box, and all of that over-the-top yankball action has been translated perfectly.



Who'd have thought sunbathing would have been so hazardous?

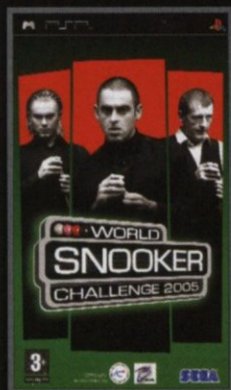
STREET LEVEL



There's a real trend at the moment for 'street' games – and that's true for every style of game, from racing sims such as *Need For Speed: Rivals*, to sports games, such as *NFL Street: Unleashed*. As you might imagine, *NFL Street* is less about the rules and more about the style; you can pull *Matrix*-style acrobatics as you spin in mid-air and leap off walls to intercept the ball and outfox your opponents. It's a pretty fine way to bust another player in multiplayer games – pulling off a sharp series of moves which wins you the game. Everybody likes to be known for having mad skills...

When you look at Ronnie O'Sullivan,
do you see the most naturally
gifted player of all time.

Or do you see a man
you're about to break.

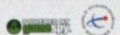


Take on the world's top hundred players in
World Snooker Challenge on PSP™.



Look out for World Snooker Championship for PS2, Xbox & PC.

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PlayStation.2 PSP™

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"Beneath the childlike exterior lurks a stunning, absorbing and fun game to play"



■ The camera will move around to the best angle for you to view and take your all-important shot



■ Pick the club that best suits your type of shot, then thrash the hell out of the grass until you win



■ This truly is a golf game 'fore' you. Fore! Geddit? Oh, we really shouldn't have bothered...



EVERYBODY'S GOLF

The game that proves that golf really is for everybody

■ PUBLISHER.....Sony
■ DEVELOPER.....SCEJ

Sony has said that it took great care in picking the PlayStation 2 games that would make the journey from PS2 to PSP, and it's clear that *Everybody's Golf* is a perfect example of this.

The ideal antidote to the tartan slacks and Pringle jumpers approach to golf, Sony's cartoon clubhouse is packed with primary colours, arcade action and stunning visuals. But it's a foolish man who presumes that *Everybody's Golf* is all show and

no substance, as beneath the childlike exterior lurks a stunning, absorbing and downright fun game to play.

There are six brand-new courses to do the rounds on, plus a few familiar friendly faces from previous games in the character line-up, but the real pull is the fact that up to eight players can join you via the Wi-Fi link.

Of course, you'll need to find up to seven mates with PSPs and enough money to splash out on more copies of the game, but if you're looking for a superlative multiplayer gaming experience, this is as good as it gets.

JOIN THE CLUB



Like any golf game, *Everybody's Golf* takes many different factors into account – wind speed, club type, character skills and that old devil gradient. And while that all sounds a bit complex, it's really not. All you have to do is choose which way to hit the ball, and time your button-presses right to thwack your ball in exactly the right direction. It's a thing of beauty – and dead rewarding too, when you hit that magic shot that sends the ball sailing beautifully towards the hole. We defy anyone not to enjoy this!



■ The cutesy characters are clearly inspired by Japanese-style cartoons



■ There are no rules here so expect plenty of vicious fouls in among the glorious baskets



■ The options menu has been made ultra user-friendly so you can set up games easily while on the move



■ Choosing the correct balance in your three-man team (offence, defence and trick specialism) is vital for success

NBA STREET SHOWDOWN

It's back to the streets with the freestyle b'ball badass!

■ PUBLISHER.....EA
■ DEVELOPER.....EA

No rules basketball action slam-dunks the funk on PSP in an extravaganza of cheeky dribbles, outrageous alley-oops and bigger air than a paragliding Allen Iverson.

If you like your sports realistic, you should stick to *FIFA 2006*, but if three-on-three freestyle hoops sounds more like your bag then *Showdown* hits a glorious 3-pointer from downtown. Featuring all the NBA's biggest stars in their 'street' civvies, a gritty range of urban courts and a

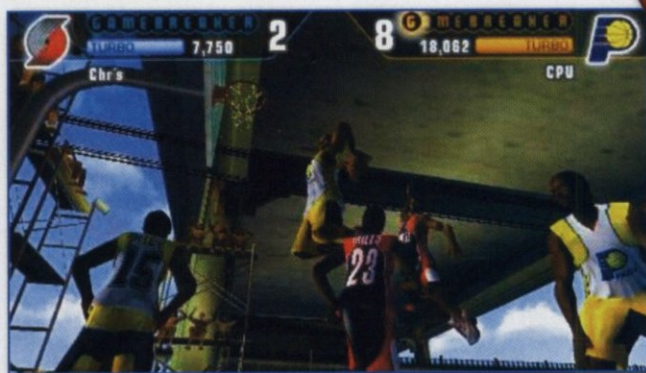
blinging hip-hop soundtrack, this is lightning-fast, trick-tastic basketball fun. Anyone can get two points with a dull lay-up, but the idea here is to win respect by taunting your opponent before letting fly with a string of skill moves and unleashing the kind of gravity-defying dunk that would make Michael Jordan gulp.

You can play wireless matches and ace minigames with your mates, or become the street daddy with the in-depth single-player career mode, *King Of The Court*. Guaranteed to fulfil all your hoop dreams.

MINIGAMES



Showdown features a couple of cool bonus games that can be played by up to four players. *Arcade Shootout* (above) has you trying to sink as many shots as possible in a time limit – just one problem, the baskets move. And *Shotblocker* requires you to defend the basket from several shooters at once.

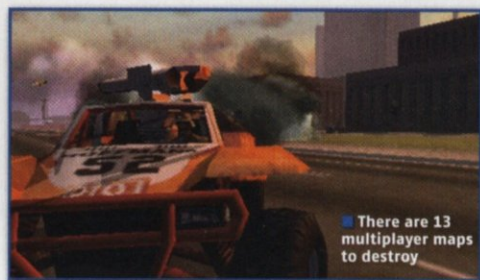


"If three-on-three freestyle hoops is your bag then *Showdown* hits a big 3-pointer from downtown"

"You drive around blowing away roving gangs and causing automotive carnage"



■ Strap a cannon on your SUV, and show 'em who's boss



■ There are 13 multiplayer maps to destroy

FIRED UP

Machine-gun chatter: the sound of the apocalyptic city

■ PUBLISHER.....SCEE
■ DEVELOPER.....SCEE London

Get in a car, and blow stuff up. That's what *Fired Up* is all about, and the *Mad Max* near-future

post-apocalypse vibe really sets the scene. Playing as one of three mercenaries, you drive around huge environments, blowing away roving gangs and causing automotive carnage.

Like *Grand Theft Auto*, the

game is packed with missions. These often take the form of challenges, which offer great rewards, such as new weapons upgrades. Add eight-player multiplayer and tons of different game-types. Serve shaken.

UNTOLD LEGENDS

Multiplayer sword and sorcery action? Let us at it!

■ PUBLISHER.....Activision
■ DEVELOPER.....SOE

Get your body armour out of the wardrobe and prepare for some good old hack 'n' slash fun with this action RPG from the quill of Sony Online Entertainment.

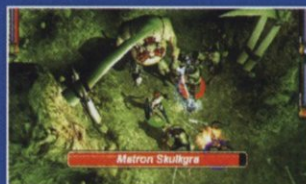
Select from four character classes then save the city of Aven from monsters and wizards. There are over 100 gorgeous 3D levels to clamber through, and there's a multiplayer mode if you hate to hack and slash alone.



■ "Look, is there really a giant scorpion behind me?"



■ Somebody is going to get hurt here



Metron Skullgore

"Select from four character classes then save the city of Aven from monsters"

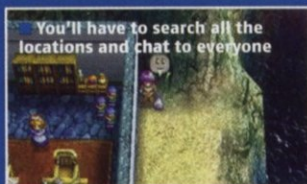
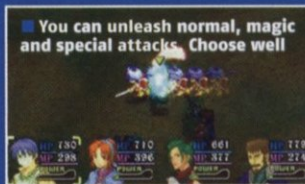
GAGHARV TRILOGY

Set sail for a quirky fantasy role-playing romp

■ PUBLISHER.....Bandai
■ DEVELOPER.....Falcom

Gagharv is a traditional 2D Japanese RPG: story-driven and packed with text-based character interaction.

A boy named Jurio, together with his flame-haired gal Chris, must leave his small village and track down a powerful witch. The quest takes in eight countries in the vast continent of Tirasweel. It's an absorbing fantasy yarn with an excellent battle system. Old skool RPGs rule!



"It's an absorbing fantasy yarn with an excellent battle system"



DARKSTALKERS CHRONICLE: THE CHAOS TOWER

This is one stalker you won't mind following you

■ PUBLISHER.....Capcom
■ DEVELOPER.....Capcom

The *Darkstalkers* series has already spawned five games - this one features a monstrous line-up of

18 characters, including bigfoot, vampire, werewolf, mummy and, naturally, a Brazilian merman. Like *Street Fighter 2*, the game is loaded with combos, devastating chain-attacks, slick animation and outrageous

special moves. There are four single player modes, but it's the inclusion of Wi-Fi two-player that'll really grab you. Thought 2D beat-'em-ups were dead? Wait til you blow away your mate's preening vampire with an uzi!



"Thought 2D beat-'em-ups were dead? Wait til you blow away your mate's preening vampire with an Uzi"

GAMES

"Head-on takes the key elements of this cult vehicle combat series – big cars, big guns, big arenas"



TWISTED METAL

■ PUBLISHER.....SCEE

■ DEVELOPER.....Incognito

Twisted Metal: Head-On takes the key elements of this cult vehicle combat series – big cars, big guns, big arenas – and brilliantly transfers them to the world of PSP. You'll get 14 deadly motors to choose from, 12 big arenas to explore (and utterly destroy) and both Ad-Hoc and Infrastructure Wi-Fi modes for outrageous multiplayer road carnage.



PURSUIT FORCE

■ PUBLISHER.....SCEE

■ DEVELOPER.....Bigbig

Coming on like classic arcade games *ChaseHQ* and *Spy Hunter*, this rollicking police thriller puts you into a series of super high speed pursuits across a crime-filled city. Your key target is a rowdy gang of ex-stunt gals turned outlaws. You hot tail it in souped-up cars or take to the skies in a 'copter. It's fast, it's furious, it's fine by us.



FOOTBALL MANAGER 2006

■ PUBLISHER.....Sega

■ DEVELOPER.....Sports Int'l.

Due out by Christmas, this is the very first time Sports Interactive, the creators of *Championship Manager*, have produced a footie manager game for a handheld console – which shows how powerful PSP really is. Expect a massive database of players, incredibly indepth tactics and an authentic transfer market.

SSX 4

EA proves once again that it's dope on the slopes

■ PUBLISHER.....EA

■ DEVELOPER.....EA Sports BIG

Back in 2000, the very first *SSX*, an extravagant snowboard sim with fun characters and awesome stunts was one of EA's initial PS2 games, and it really showed the machine's power. Now, *SSX 4* (a working title) is set to do the same for PSP, promising incredible moves, smooth animation and massive courses as you travel around the world, moving up the snowboard or ski rankings. Radical stuff as usual.



"Promising incredible moves, smooth animation and massive courses"

VIEWTIFUL JOE: VFX BATTLE

Cult cartoon capers from one of gaming's most original stars

■ PUBLISHER.....Capcom
■ DEVELOPER.....Capcom

If you've yet to encounter Capcom's offbeat cel-shaded comic book hero, this is a great place to start. Based in the daft "Movie Studio" theme park world you must fight a sinister group who are looking to sabotage Joe's latest film. What follows is side-scrolling, puzzle-solving platform action filled with weird baddies and destructible scenery. There are also multiplayer co-op and vs modes. Sheer madness.



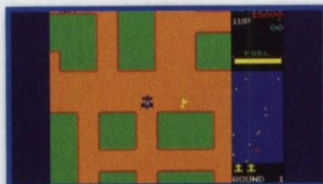
"Side-scrolling, puzzle-solving platform action filled with weird baddies"



PETER JACKSON'S KING KONG

■ PUBLISHER.....Ubisoft
■ DEVELOPER.....Ubisoft

It's going to be the cinematic event of the year – the *Lord of the Rings* director versus one of Hollywood's most enduring giant apes. The game seems to take in tense squad-based shooter and monster bash-'em-up elements with players switching roles between the expedition team and King Kong himself. Intriguing stuff.



NAMCO MUSEUM BATTLE COLLECTION

■ PUBLISHER.....Namco
■ DEVELOPER.....Namco

Featuring new versions of classic Namco arcade titles as well as ports of the originals, *Museum* boasts over 20 games including the likes of *Pac-Man*, *Dig Dug*, *Galaga* and *Xevious*. There's a four-player Wi-Fi battle mode and a Game Share function where you can send a quick retro treat to a pal. Inspired.

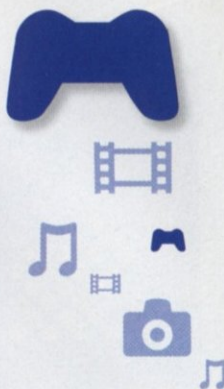


FREE RUNNING

■ PUBLISHER.....Eidos
■ DEVELOPER.....Core Design

It was only a matter of time before the cult urban activity of free running (or 'Parkour') became a game. Soon you'll be able to experience the thrills of leaping from roof to roof over city skylines without worrying about broken bones. Over 50 moves will be at your command as you charge through the city against a human or AI competitor.

"Soon you'll be able to experience the thrills of leaping from roof to roof over city skylines, without worrying about broken bones"





RELEASE SCHEDULE



LAUNCH TITLES



Ridge Racer



Metal Gear Acid

Launch Day

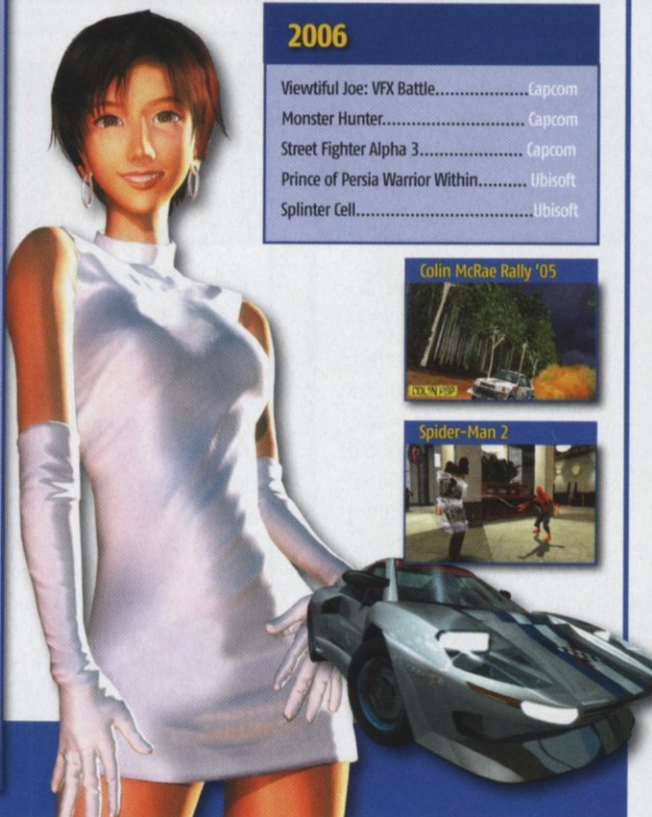
Ape Academy.....	SCEE
Colin McRae Rally 2005 Plus.....	Codemasters
Darkstalkers Chronicle: The Chaos Tower.....	Capcom
Dynasty Warriors.....	Koei
Everybody's Golf.....	SCEE
F1 Grand Prix	SCEE
Fired Up.....	SCEE
Lumines.....	Ubisoft
MediEvil.....	SCEE
Mercury.....	Ignition
Metal Gear Acid.....	Konami
NBA Street Showdown.....	EA
Need For Speed Underground: Rivals.....	EA
NFL Street 2: Unleashed.....	EA
Ridge Racer.....	SCEE
Spider-Man 2.....	Activision
Tony Hawk's Underground 2: Remix.....	Activision
TOCA Race Driver 2.....	Codemasters
Untold Legends.....	Activision
Virtua Tennis.....	Sega
WipEout Pure.....	SCEE
World Snooker Challenge 2005.....	Sega
World Tour Soccer.....	SCEE
WRC.....	SCEE

Coming soon

Star Wars Battlefront II	Activision	Dead To Rights: Reckoning.....	Namco
Tiger Woods 2006.....	EA	Bounty Hounds.....	Namco
Marvel Nemesis.....	EA	Pac-Man World 3.....	Namco
SSX 4.....	EA	Pursuit Force.....	SCEE
Harry Potter and the Goblet.....	EA	Lemmings.....	SCEE
The Sims 2.....	EA	Twisted Metal: Head-On.....	SCEE
Need For Speed: Most Wanted.....	EA	SOCOM: US Navy SEALs.....	SCEE
Smart Bomb.....	Eidos	Football Manager 2006.....	Sega
Tomb Raider.....	Eidos	Peter Jackson's King Kong.....	Ubisoft
Pro Evolution Soccer	Konami	Star Wars Episode III.....	Ubisoft
Ys.....	Konami	50 Cent: Bulletproof.....	Vivendi
Namco Museum.....	Namco	Crash Tag Team Racing.....	Vivendi

2006

Viewtiful Joe: VFX Battle.....	Capcom
Monster Hunter.....	Capcom
Street Fighter Alpha 3.....	Capcom
Prince of Persia Warrior Within.....	Ubisoft
Splinter Cell.....	Ubisoft

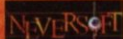
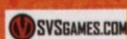


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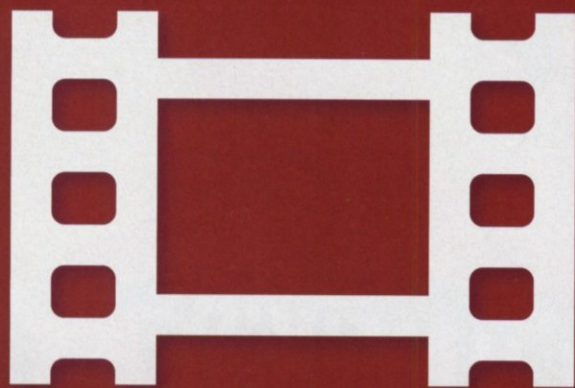
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MOVIES

Prepare to watch heart-stopping movies on your PSP...

With so many great games coming soon to PSP it's easy to forget that this is only a small part of what PSP has to offer. Another major component in its small, but perfectly formed desirability is its ability to play video on that wide 16:9 TFT screen.

While other, lesser, portable players restrict you to just audio, your PSP has the ability to play back movies in near DVD quality, for perusal on the bus, on the move, anywhere. And it does this via not one but two new amazing pieces of technology: firstly, the UMD disc, created especially for PSP but set to feature at the core of Sony's upcoming portable products, and the Memory Stick Duo, their smallest storage device yet and one that keeps getting larger in capacity but smaller in price...

Over the next ten pages we delve into the workings of the UMD disc and the Memory Stick Duo. We'll take your hand and gently walk you through *exactly* how you put DVDs onto your PSP – trust us, it's easy. And we've got news on the UMD DVD releases coming your way very soon...

AT A GLANCE

MPEG-4 is the file format the the PSP can read. You can also view these on a computer using QuickTime.



CONTENTS

P80 ALL ABOUT THE UMD DISC
What is UMD and why you'll soon be buying hundreds of the devils

P81 MEMORY STICK DUO
But can you fit *Raging Bull* and *Trisha* onto one?

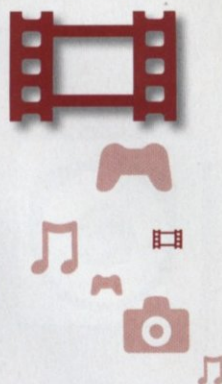


WHY MOVIES ARE GREAT ON PSP

The ability to watch video on a train, in a waiting room or just simply while you're supposed to be doing something else is an experience more liberating than that first time you ventured out of the house in headphones. Remember that? Now bus journeys are an excuse to catch up on last night's TV. Or even watch that DVD you rented last week but didn't have time to watch.

Making the experience possible is the PSP's super-bright TFT screen. With the same 16:9 ratio as your widescreen TV movies look great on it. And the PSP has the power to kick out images that are visible in bright sunlight or fluorescent glow. Backing this up are the built in stereo speakers, loud enough to let two or more share the action or you can go for a pair of headphones and enjoy sound quality to rival the best DVD-plus-power-amp combos.

Watching movies and TV on PSP isn't just a novel way of killing time, it could become your favourite way of watching video.



P82 HOW TO GET A DVD ON PSP
All the software you need to get your video onto your PSP. And all for free too

P86 MOVIES ON A PSP NEAR YOU
xbox: *The Next Level* and *Resi Evil Apocalypse* – plus more UMD Movies...

P87 MAKE YOUR OWN MOVIES
How to easily get your camcorder and digicam footage onto your PSP

P88 THE ULTIMATE MEMORY STICK
We tell you what we'd pack onto a 1GB stick for a long journey

P89 MOVIE DOWNLOADS
The best websites to visit if you're in the mood to download a movie or two

TURN TO P102

GOING WIRELESS

Don't get tied up in cables, find out all about Wi-Fi and exactly what it can do for your PSP



THE UMD DISC

Making its debut on PSP is Sony's UMD disc. This new disc format, created to be a portable means of cheaply carrying large quantities of data, combines the jumbo storage of laser-based DVD technology with the portable size and robustness of the reliable MiniDisc. The discs themselves are the same size as MiniDiscs, but come in a curvier, sexier protective casing.

From the moment the PSP hits the shops on 1 September, you'll have 19 films to choose from. And with cheaper prices promised you may find yourself

"You may find yourself impulse buying a movie for that long train ride home"

impulse buying a movie for that long train ride home.

Each disc has a 1.8GB capacity which, compared with the 9GB storage on today's dual layer movie DVDs doesn't sound much but it's more than enough to hold games, a CD's worth of music or a full movie compressed to MPEG-4 format. The result is sound and vision that is indistinguishable from their full-size, less portable originals.



THE JAPANESE/US UMD DEMO DISCS

When PSP went on sale in Japan and in the US, limited quantities came with a UMD disc containing movie trailers from, (yes, you guessed it) Sony Columbia TriStar films. Here's a selection of what was on board. It'll give you a hint of some of the PSP movies to come...

Kung Fu Hustle
Spanglish
Resident Evil 2: Apocalypse
Hitch
Stealth



AT A GLANCE

The UMD has an open slot on its rear. This is where the laser reads the disc, so don't touch it!

MEMORY STICK DUO

You can store your photos, game saves, films and music, all on Sony's tiny Memory Stick Duo. Just make sure you don't lose it!

Get used to seeing these little beauties everywhere – you'll be using them a hell of a lot. The Memory Stick Duo is Sony's latest (and smallest) addition to its Memory Stick range. It has all the capacity and security of Sony's older memory sticks but less than half the size – just the thing for including with the new pocket PSP.

Sticks come in all kinds of sizes, ranging from 32MB right up to 2GB currently, with 4GB sticks in the pipeline. Imagine all that storage (enough to hold four movies or a thousand songs) on a sliver of plastic that's smaller than half a stick of chewing gum?

MOVIE STORE

Storing digital photos and music on memory sticks is old news. Today's digital cameras and solid state 'flash' MP3 players are commonplace. And storing your saved games on memory sticks has been around since the days of PSone. However, it's still early days for storing movies on Memory Stick Duo but it's entirely possible and, if you know where to get the software, it's completely free. See our exhaustive step-by-step guide on page 82 for the full lowdown.

HOW MUCH WILL FIT?

As a rough guide, MP3 files (the world's favourite way of compressing and carrying audio) works out at about 1MB per minute of sound. Similarly, video, when compressed to MPEG-4 (the standard used on PSP) can get as small as 2MB per minute.

These are theoretical maximums however. You may want to increase the quality of your stuff, so be prepared for your data to take up even more space than you first thought. Then again, with 2GB Memory Sticks now available that isn't really a problem. (Bear in mind, though, these are currently still relatively expensive).



32MB

7 MP3s
21 4megapixel photos
16 minutes of compressed video

64MB

14 MP3s
42 4megapixel photos
32 minutes of compressed video

128MB

27 MP3s
84 4megapixel photos
64 minutes of compressed video

256MB

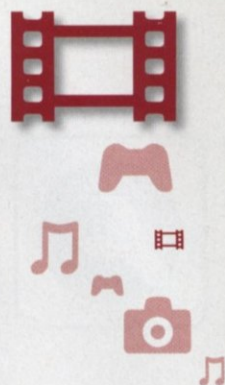
54 MP3s
168 4megapixel photos
128 minutes of compressed video

512MB

107 MP3s
336 4megapixel photos
256 minutes of compressed video

1GB

214 MP3s
672 4megapixel photos
512 minutes of compressed video





HOW TO...

GET A DVD ONTO YOUR PSP

Getting video onto your PSP is a piece of cake – once you know how.

And, luckily for you, we're about to tell you how to do it.

If you have video files on a computer already, then you can skip to part two. For the whole nine yards however, we'll assume that you have a DVD and want to transfer it onto your PSP.

SOFTWARE YOU'LL NEED

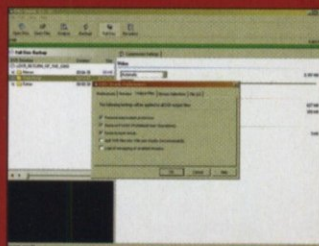
There are three steps. The first is ripping the DVD onto a computer. The next stage is compressing the video to a quality that's both acceptable to watch and small enough to fit on your memory stick. And the final stage is transferring the movie onto your PSP in the required format.

We've assumed you'll be using a PC (with a DVD drive) for your movie-squishing, but there's info for Mac owners, too. Before we can begin though, we need to get your PC loaded up with the necessary software. There are many programs you can use and lots of them are free, but we recommend two shareware tools. The first is DVD Shrink (www.dvdshrink.org). The second is 3GP Converter (www.videohelp.com/tools?tool=3GP_Converter). Download them and install as you would normally.

AT A GLANCE

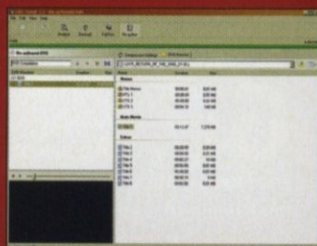
Take a look at www.download.com and you'll see just how much software is available to help rip and encode your movies

PART 1 – RIP YOUR DVD



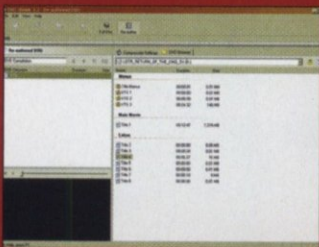
1 START HERE

Double click on DVD Shrink. Go to 'Edit' then 'Preferences'. Find the 'Output Files' option and uncheck the box marked 'Split VOB files into 1GB size chunks'. This results in the program giving you one manageable file. More on this later. Put your DVD into the DVD drive and press the Open Disc button. Once it has found the disc hit 'Ok' then press 'Analysis'. DVD Shrink will now analyse the DVD to get a handle on its content. This takes a few minutes.



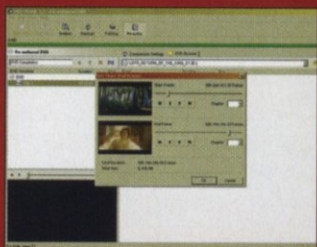
2 SELECTING

When it's done click the 'Re-Author' button. You'll now see two windows – over on the right is your DVD's contents. On the left is an empty box representing the bits of DVD that you're going to be lifting. Look for something in the right-hand box called 'Main Movie' or 'Title 1'. This will be the movie proper (the other stuff is extras or menus). Drag and drop this to the left window. You've just trimmed away all the surplus stuff.



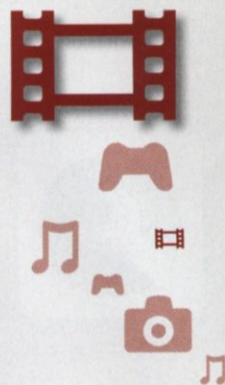
3 PREVIEWING

Notice you can play the movie with the triangular play button beneath the preview window. You can scroll the bar through the movie too, so you can check that you've got what you want. If you haven't then delete it and drag across another segment until you've found what you want – it may be that you just want one of the extras or just the title sequence.



4 STRIMMING

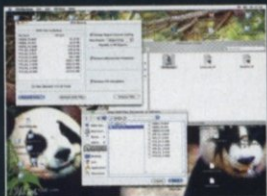
If you're not blessed with a huge memory stick (say, at least 512Mb) then you'll have to trim away bits to save space, such as the intro and end title. Or, you can use this next option to rip just a small part of the movie. Press the 'Set Start/End Frames' button on the left window's menu bar and adjust the sliders to select the chunk you want between them.



"Getting video onto your PSP is a piece of cake – once you know how. And, luckily for you, we're about to tell you how to do it"

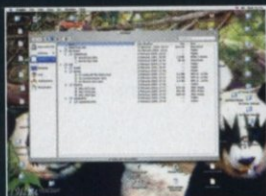
GOT A MAC? THEN DO THIS...

Just as there is shedloads of DVD ripping and MP4 creating shareware on the PC, so there are loads for the Mac too. If you're on OS X we recommend that you check out the following...



1: DVD BACKUP

Get DVD Backup from www.opuscc.com/download/others.shtml. This simple utility rips a DVD to a folder on your desktop. In that folder you'll find all those lovely VOB files you need. Now just pop them in our second stage – MP4 conversion using AltShiiva.



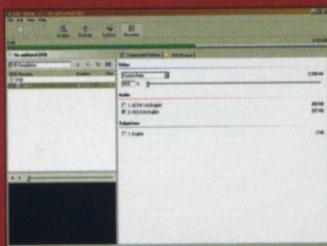
2: ALTSHIIVA

AltShiiva (<http://hetima.com/psp/altshiiva0.9.1.dmg>) is the Mac version of the OpenShiiva MP4 converter. It even has a tab for optimising your video for PSP. Two tips: In 'Crop and Scale' click the 'Scale' checkbox and enter width 320 and height 240. And in 'Video' set the 'fps' to 29.97 for stable playback.



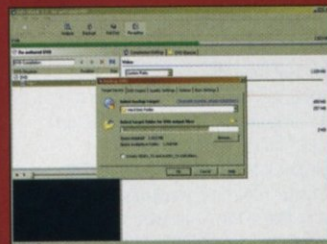
3: COPY ONTO PSP

Just as with PCs you're going to have to create an 'MP_ROOT' folder in your Memory Stick's root directory then make a '100MNV01' folder inside this. Make sure your clips are ALWAYS called M4VXXXXX.MP4 where XXXXX is a five digit number. Always use capital letters!



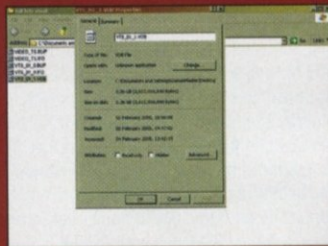
5 COMPRESSION

Press the 'Compression Settings' tab. Go to the drop-down box with 'Automatic' in it. Now select from 'No Compression' for a rip of DVD quality, through 'Automatic' which gives the video a squeeze, down to 'Still Pictures'. Go for 'Custom Ratio'. Next, we suggest unchecking the 5.1 box and choosing the basic stereo soundtrack. Uncheck the 'Subpicture' box, too, to remove any subtitle track. Now slide the slider below the compression selection.



7 THE RESULT

And there you have it – your DVD has been squished into a set of files. The main event here is the VOB file – by unchecking the 1GB limit box in Preferences you've now got a single file with everything you need in it. DVDs are full of many VOB and system files but DVD Shrink lets you strim away what you don't need and compress what you do. You're now ready for Part 2.



6 GO!

When you're done (selected your clip, trimmed bits, got rid of superfluous soundtracks and ramped up compression) then you're all set to let the computer do the hard work. Press the 'Backup' button and browse your desktop (or another folder) for a place where the compressed file will be put. Press 'Ok' and DVD Shrink will begin encoding your clip which could take anything up to an hour to complete, depending on the speed of your computer.





YOU WILL NEED

Know this: You'll need a USB to Mini USB lead to connect your PSP to your computer. And – at the time of going to press – Sony doesn't include one in the box with your PSP. Fortunately they're readily available at your local PC superstore and online at www.maplins.co.uk or www.radioshack.com.



QUICKTIME

You may find that your computer asks for a QuickTime update because 3GP Converter uses QuickTime technology to do its business. If this happens just click 'yes' to get the latest QuickTime and then restart 3GP Converter. Easy.

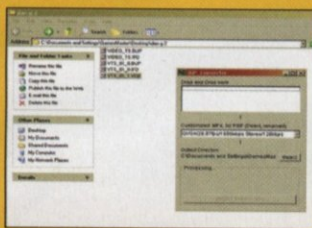
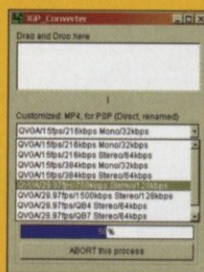
HOW TO...

GET A DVD ON PSP

PART 2 – GET YOUR FILE PSP FRIENDLY

1 SETTINGS

Now start up 3GP Converter. This program turns the VOB file into a PSP MP4 file. Run the Setup program first. Use the drop-down box in the bottom left to select English. Then choose Model: MP4, for PSP (Direct, renamed) in the top box to set the format. The 3GP program will then start. Use the drop down box to select the quality of the final PSP movie. The numbers on each row represent frame rate in frames per second (go for 29.97). Next is the video quality (higher number = better quality). Finally, choose mono or stereo.



2 CONVERTING

Press the Select button to choose a place where the program will put your finished file, and then drag and drop your VOB file produced by DVD Shrink into the big box at the top. The program will instantly begin converting it and producing an MP4 file. Be warned: This process can take hours. Perhaps you might want to save this bit for overnight – drop a few VOBs on there and have them ready for the next morning. If you already have VOB files or any other type of movie file on your computer, you can skip to this stage and just drag and drop the files to 3GP Converter. We've had mixed results though with our random assortment of movie trailers and 'net funnies. Some clips work (due to being encoded with certain friendly codecs) and other clips didn't play ball. Hmm.

3 FINISHED!

And there you have it. Find and double click the resultant MP4 file – which 3GP Converter has named up in the correct PSP format for you – and it should play in QuickTime (see far left) on your PC. You've gone from a DVD to a single portable PSP-able file. Right click on it to 'Get Info' and you can see how big it is. Notice the name that 3GP Converter has given it. This is important – DO NOT CHANGE IT or it won't work. Also note the THM file that has been created – this is a thumbnail file for the clip. By copying this file alongside the MP4 file you'll see a little image of your clip on your PSP's menu screen. If you're strapped for Stick space however, you can ditch this.

Now – at last – provided you've got sufficient space on your PSP's Memory Stick, you're ready for Part 3!

WANT MORE SOFTWARE? THEN TRY THESE:

ImageConverter 2.1 (for PC)

The official Sony solution. Rip and encode in the required format. It's not free though and currently only available from Sony's Japanese website. There is an English language version here though: www.memorystick.com/en/lifestyle/psp/en_us/links/link_psp_us-imageconverter2.html

PSP Video 9 (for PC)

A great PSP video conversion and management application, which is easy to use (the website explains it all very clearly) and free! www.pspvideo9.com

iPSP (for Mac and PC)

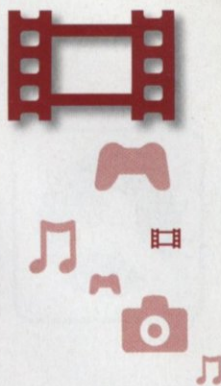
The new Mac OS X-only one-stop solution for ripping and storing DVDs on PSP. It works well but doesn't compress files as thoroughly as other shareware solutions – great if you've got enough memory stick storage though. And – inevitably – it's not free, though at \$19.99 it's quite a bargain. www.kaisakura.com/ipspphp

MacTheRipper (for Mac)

A DVD ripping and MP4 encoding program in one. This Mac OS X solution does the lot – albeit very slowly. We found that the success rate in producing PSP playable clips wasn't as high as with separate ripping/encoding solutions. Its ability to do everything you need in a single fuss-free pass makes it worth a try though. www.versiontracker.com/dyn/moreinfo/macosx/22715

Also check out:

www.imtoo.com/dvd-to-psp-suite.html
www.makayama.com/mobilemediamakerpsp.html

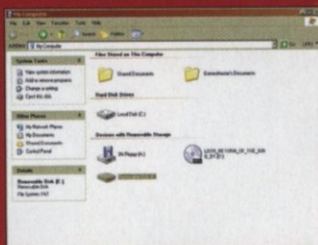


PART 3 - GET IT ON YOUR PSP



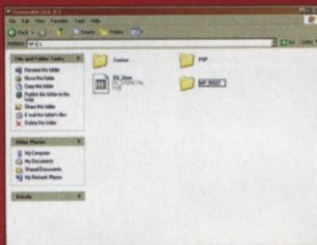
1 GET CONNECTED

In order for your PSP to see, recognise and understand your new video files you have to put them in a special folder on the Memory Stick. A folder that you have to create yourself... But first, connect your PSP to your computer. This is done with a standard USB device cable of the type used by digital cameras and available from any PC superstore. The fat end goes in your PC, the tiny end goes in your PSP.



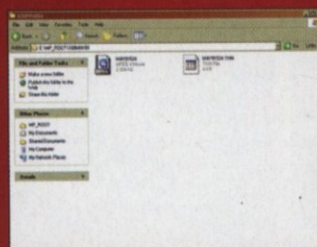
2 ENGAGE USB MODE

Fire up your PSP and scroll left to the 'Settings' option. From there scroll up to 'USB Connection'. Selecting this option puts your PSP in USB Mode - all other features are locked out and your computer should pick up the PSP as an external hard drive. You may have your PC set so that new drives appear on the desktop. If not double-click 'My Computer' and then open the new drive you'll see there.



3 MAKE YOUR ROOT FOLDER

With your PSP's Stick open you'll see a folder called PSP (inside which are folders for game saves, music, photos and games) and perhaps a few other tech files. If you don't see this, disengage USB Mode on your PSP (press $\times$) and choose the option to format the Stick. Now, on your PC, create a folder alongside the PSP folder in the usual way. Call this folder MP_ROOT. The capitals and underscore are important.



4 MAKE YOUR VIDEO FOLDER

Double-click the MP_ROOT folder. Make a folder inside called 100MNV01. Again, remember to use caps. This is the home for your video files. Now copy your MP4 and THM files into this folder. When it's done choose to 'Eject' your PSP (ie, the External Hard Drive that appeared in 'My Computer' when you connected). This is essential if your files are to be transferred intact. Don't just pull the USB lead out!



5 SIT BACK AND WATCH

Now choose 'Video' from your PSP's memory and scroll to the new clip. Select it to play it. Depending on your source material you may have to press $\triangle$ and cycle through to the PSP's screen mode menu in order to select the correct screen-filling ratio.



"The first 19 movies you'll be seeing on UMD will hail from Columbia Tristar's recent back-catalogue, with some older classics sure to follow"

COMING SOON: MOVIES ON UMD

Here's just a few of the 19 films that will be available when the PSP launches...



BAD BOYS

Wise-cracking duo Will Smith and Martin Lawrence are two cops investigating a case of stolen heroin in this pure action offering directed by one of the genre's undisputed masters, Michael Bay.



GHOSTBUSTERS

Classic comedy with Bill Murray, Dan Aykroyd and Harold Ramis as three New York parapsychology professors who set up a ghost removal service to tackle the city's spooky spectral citizens.



XXX

The words 'Vin' and 'Diesel' can only mean one thing. Action. And this film has got action in spades – the stunt-packed opening sequence alone is worthy of UMD-space on your PSP.



HELLBOY

The cult comic book anti-hero Hellboy makes his big screen debut with some aplomb. Imagine watching a film about occult-dabbling Nazis that spawn a demon baby... while sat on the No.43 bus.



THE ONE

Martial arts supremo Jet Li faces the ultimate challenger: himself! As a sheriff's deputy he must confront an alternate universe version of himself who grows stronger with each alternate self he kills.



CHARLIE'S ANGELS

Cameron Diaz, Drew Barrymore and Lucy Liu as the crime fightin', ass-kickin' trio in one sexy, stylish and super update/remake of the popular classic Seventies lady detective series.



RESIDENT EVIL: APOCALYPSE

This sequel to the hugely popular *Resident Evil* is, of course, based on the videogames of the same name. Alice (Milla Jovovich) is back to bash the zombies and search for answers...



ONCE UPON A TIME IN MEXICO

The sequel to the awesome *Desperado* has an amazing cast of actors – Banderas, Depp, Dafoe and Hayek to name a few. We hope to see *Desperado* itself on PSP soon, too.



COLUMBIA TRISTAR

It's worth noting that Sony – the all powerful mega-corp that it is – owns Columbia TriStar movies, forming Sony Pictures. As a result the first 19 movies you'll be seeing on UMD will hail from Columbia TriStar's recent back-catalogue, with some older classics sure to follow. In the US, however, several film studios have already announced their full commitment to the UMD format and the list of forthcoming UMD films is growing by the week. This is great news because it means you can expect a similar situation once the PSP arrives in the UK. Below you'll find the official launch titles as well as some of the recent US announcements:

UK LAUNCH LINE-UP

13 Going on 30
Anacondas: The Hunt for the Blood Orchid
Bad Boys
Charlie's Angels
Daddy Day Care
Ghostbusters
Hellboy
Hitch
Hollow Man
A Knight's Tale
Once Upon a Time in Mexico
The One
The Punisher
Resident Evil: Apocalypse
Spider-Man Animated
SWAT
xxx
xxx: The Next Level
You Got Served

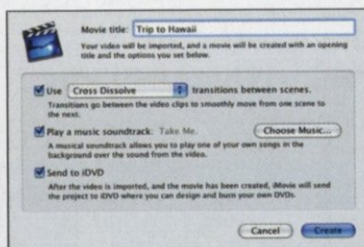


GET YOUR HOME MOVIES ONTO PSP

Of course, you don't have to watch someone else's movies on PSP – you can always watch those that you've made yourself too.

The process shares most of the features with the DVD ripping process

we outlined earlier, so feel free to adapt and modify this guide as you see fit depending on what you want to do and what technology you own. There's enough information here to show you what's possible – the rest is up to you.



1 SHOOT YOUR MOVIE

Make sure that the camera you use can link up to your computer. With digital camcorders this is easier but it's just as possible to plug your old analogue tape camcorder into your PC with a USB video ripping box.



3 EDIT YOUR MOVIE

We tried iMovie which is a breeze to use. But you can use any other PC-based editing program. Compile your movie and get everything just how you like it.



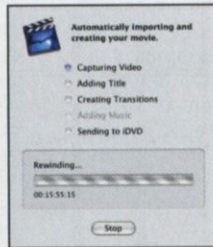
5 PSP CONVERSION

Now you've got your movie file it's just the matter of dropping it on your MP4 converter (such as the free 3GP converter we used earlier). There you have it – a PSP-friendly version of your home movie.



2 CONNECT YOUR CAMERA

Plug your camera into your Mac or PC with a firewire cable. You'll notice that firewire has a device end (the smaller socket) and a fatter, full-size end which goes in your computer.



4 OUTPUTTING

Now you're ready to output it. Choose a good quality AVI format or, if quality isn't an issue, you can reduce the detail (and size) of your clip here.



THE EASY VERSION

Got a Sony camera, camcorder or PDA? Then it's worth knowing that Memory Stick Duos can be upsized to a full-size stick with a Memory Stick Duo adapter. This simply increases the size of the tiny Duo sticks to fit into your existing hardware's slot. Now you can shoot your stills or video straight to the Stick as you would normally, then, when you're done, just put it straight into PSP for playback. How easy is that?

jennifer garner

For more
on the show
visit www.fox.com
For Jennifer's video



US RELEASES

DISNEY/BVHE

Coyote Ugly:
Unrated Extended Cut
Sin City
Shaolin Soccer
The Rock

IMAGE ENTERTAINMENT

The Hillz
Short Circuit
IMAX: The Magic of Flight
Jamie Foxx's I Might Need
Security
Tupac Shakur: Thug Angel
Endless Summer
Godsmack Live

MGM

Beauty Shop
Be Cool
Stargate: Atlantis
Bulletproof Monk

PARAMOUNT

Team America:
World Police
Coach Carter
Without a Paddle
Sahara
MTV's Viva La Bam: Vol. 1
The SpongeBob
SquarePants Movie
Ren and Stimpy:
Volume 1 1/2 ish
SpongeBob SquarePants:
Volume 1
Chappelle's Show:
Volume 1 Uncensored
South Park: Volume 1

UNIVERSAL STUDIOS

Dawn of the Dead:
Unrated Director's Cut
The Chronicles of Riddick:
Unrated Director's Cut
The Rundown
Van Helsing
The Fast and the Furious
Assault on Precinct 13



CREATE THE ULTIMATE MEMORY STICK

So you've got your PSP. You've got your big stick and all the software you need. Here's a few suggestions as to what we'd pack on a 1GB stick for that long business trip...



ALIENS: THE QUEEN SCENE

It's one of the most defining and influential science fiction films ever made. But nuts to all that, it's a cracking watch. The scene where Ripley confronts the hideous alien queen for the first time is so timeless, it makes the perfect clip to keep on your memory stick.

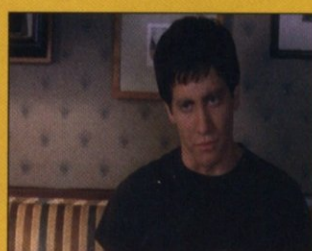
Size = 126MB



2 X EPISODES OF FUTURAMA

Not only is *Futurama* excellent, it also comes in small bite sized lumps, ideal for consuming while you're on the move. Also, thanks to its bright primary colours and comparative lack of detail you can squish that file right down with very little noticeable impact on quality.

Size = 155MB



DONNIE DARKO

Oddball teen weirdy-flick it may be, but *Donnie Darko* features some excellent scenes. We like the part where Donnie is asked to perform mindless tasks in class, and the ensuing scene in the dean's office when we find out where exactly he told his teacher to stick them.

Size = 126MB



THE RETURN OF THE KING: FARAMIR'S LAST CHARGE

Boromir's little brother is told to prove his worth by his heartless father, and charges to his (near) death in a hail of arrows. Moving stuff, and an awesome scene of futility, failed glory, and blokes on horses roaring into battle.

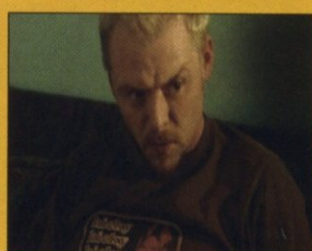
Size = 128MB



2 X EPISODES OF FATHER TED

Graham Lineham's cult comedy about Father Ted Crilly, a Catholic priest on a remote Irish island, is a genius work of comic history. Honour the late Dermot Morgan (the actor who played Ted) by getting a couple of episodes in. Then sit back and laugh your rocks off.

Size = 197MB



2X EPISODES OF SPACED

Further proof, as if it were needed, that we brits make the best damn telly in the world, *Spaced* should be one of your first choices of quick-view portable pleasure. Simon Pegg's rubber-faced Tim never fails to please, so why not keep the encoding quality high for these.

Size = 255MB

TOTAL

=

987MB

MOVIES TO DOWNLOAD

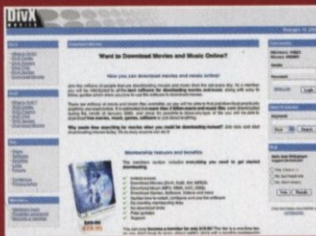
You're just a few clicks away from being part of the biggest movie club in the whole world

We've been concentrating our efforts on adapting and converting existing video on digital formats into a form usable by your PSP. But it's worth knowing that the technology already exists to get at the digital data directly – thankfully, someone has already done the hard work for you.

While the downloading of movies is still a relatively new thing, it's becoming more and more popular all the time.

GOODBYE DVD

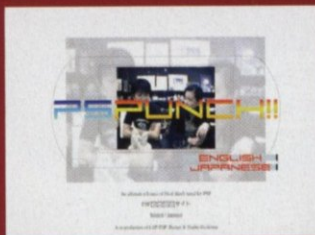
In the not-too-distant future it'll be very rare to buy data on DVD discs – just think of how downloading music has taken off in the last year alone – but browsing a selection from home via the internet or your TV, paying securely by credit card and downloading the movie, TV show, whatever, directly to your computer via broadband. And, if you've chosen it in PSP-ready MP4 format then it's ready for copying directly to your Stick.



DIVX

www.divxmovies.com/download-movies.php

This long-established website promoting DivX compression technology now offers downloadable movies. The file-sharing-style way the site has been set up means that you're actually buying content from other users. A year's subscription, which then earns you as many downloads as your broadband connection can bear is just \$19.99.



PSPUNCH

www.pspunch.com

It's hardly what you'd call a collection of blockbuster titles, but PSPUNCH offers some very intriguing viewing. It's basically a website set up by amateur film-makers, who want to make pocket movies especially for the PSP. And that's exactly what they've done... you'll find an absolute ton of movies that are ready to download and install directly to your PSP. You won't need to fiddle around with file-names or anything like that either as they're already recorded in the PSP-



MOVIEFLUX

www.movieflux.com

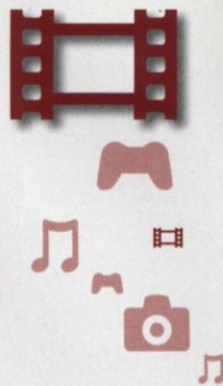
Lots of movies and TV shows – but there's a distinct lack of new stuff here. Let's just say if you're looking for 1950s sci-fi films then you're spoilt for choice on this website. Access to over 3,000 movies will cost you \$6.95 per month and as the downloaded files are Windows Media Files you'll have to make sure you have a converter that can belch out the required MP4 for you.



friendly MPEG-4 format. Simply download, install to your PSP, and watch!

One of our favourites, for its pure random Japanese craziness, is *Kyuri-Fujin*, a short film about a young man trying to overcome his worries about marriage. So, in a fit of lunacy, he has a practice marriage... to a cucumber. And obviously, it's all in Japanese, so you can only guess at what's really going on. Don't worry, it's not rude... just deeply odd.

PSPunch is well worth a look – there's fresh content being posted there all the time. Check it out!



"While the downloading of movies is still a relatively new thing, it's becoming more popular all the time"

"In an era where music on the move has never been more popular, PSP will be the next big thing"



MUSIC

Listen up! PSP is even more than a games and movies player, you can also use it as a portable music system. Find out why dedicated music machines should be quaking in their pods

Walkman, Discman, MiniDisc, PSP? Yes, it may be predominantly a games machine but PSP also has the capacity to be the latest in Sony's long line of hugely successful portable music players. In an era where music on the move has never been more popular – largely thanks to Apple's über-sexy MP3 player the iPod – PSP will be the next big thing. Just imagine: you're still only halfway through that looong train journey, you fancy a break from the powersliding madness of *Ridge Racer*, so you stick your headphones in the PSP, select the Music folder and spend the next hour happily foot-tapping away to Kaiser Chiefs. One machine. Different mediums. Zero hassle.

Over the following pages we tell you everything you need to know about listening to music on your beloved PSP. The sound quality, the different storage options (Universal Media Disc, Memory Sticks), a handy guide to transferring music onto your machine – using either a Mac or a PC – and what the future may hold for downloading MP3s. So kick back, relax and for those about to rock, we salute you!





CONTENTS

P92 Find out how PSP playback compares to CD and MiniDisc as we delve into the machine's sound quality. Plus, we investigate the pros and cons of the two methods of listening to music through your PSP: UMDs and music files stored on a Memory Stick

P94 A step-by-step guide to transferring music from your computer to your PSP. Follow this walkthrough and your handheld will soon be stuffed to the gills with top tunes

P96 Three reasons why the future's bright for PSP music. 1) Sony's plans for an online service dedicated to the PSP that's set to offer music downloads. 2) The UMD format opening up to other hardware manufacturers. 3) Bigger and cheaper Memory Sticks on the horizon

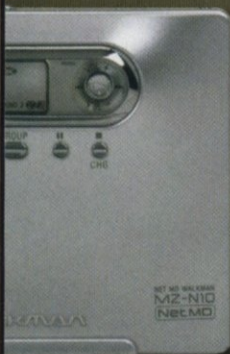


"Fancy a break from the powersliding madness of *Ridge Racer*? Stick your headphones in the PSP and happily foot-tap away to *Kaiser Chiefs*"



AVLS

As with Sony's MiniDisc players, PSP features the Automatic Volume Limiter System (AVLS) to prevent you bursting your eardrums when you're listening to music through headphones. But if you like your music REALLY LOUD, just turn AVLS off in the PSP's sound settings and you can whack the volume up to the max!



THE SOUND OF MUSIC

PSP's music playback is coming through loud and clear

Sony's long-standing expertise in music playback shines through with the PSP, which boasts sound quality that's up there with MiniDisc output. As you'd expect, PSP's external speakers aren't really cut out for serious sonics and although you can connect the console to your stereo via an RCA cable you only get basic stereo sound. But connect a good pair of headphones or earphones and you'd struggle to tell the difference between the PSP and dedicated music players, such is the sound

standard. What's more, you can switch between audio settings for pops, jazz, heavy and unique to tailor the output to the kind of music you're listening to.



■ Hook your PSP up to a decent pair of cans and the sound quality rocks



UMD

The new MiniDisc? UMD could be so much more than that...

There are two ways of playing music through the PSP: via Memory Stick or the Universal Media Disc format. It's still early days yet, but Sony has already signed deals with entertainment companies all over the world to ensure the release of music UMDs. In the UK, Sanctuary Visual Entertainment, the world's largest independent music group, has

prepared a range of UMD music videos for the PSP launch. These will be from classic artists like Bob Marley, INXS and Iron Maiden, although new releases will follow.

As for sound quality, our Japanese PSP came with a UMD containing some music and video clips and we're happy to report that the UMD audio performance is top-notch, easily matching CD

standards. However, the big advantage over regular compact discs is that UMD can also hold video footage. Rather than merely delivering audio, UMD will be an MTV version of the CD - you don't just listen to the music, you watch it too. Pop videos, interviews, live performances, they should all crop up. We can't wait to take Beyonce on the train...

MEMORY STICKS

Sony's storage sticks will help turn your PSP into an iPod

Whether you want to save game data, photos or music on your PSP you'll need a Sony Memory Stick. Versatile and extremely user-friendly, Memory Stick is the portable memory device of choice for anyone storing digital content. Although sticks come in all shapes and sizes the PSP is compatible with just two types: the Memory Stick Duo (available in 32MB, 64MB and 128MB versions) and its higher capacity brother the Memory Stick PRO Duo (available in 256MB, 512MB, 1GB and 2GB versions).

With a Memory Stick Duo or PRO Duo inserted, you can connect a USB cable to the top of the PSP, hook it up to your computer and then save music

files on your PSP in a similar way to storing music on MP3 players. You simply open up the 'Music' subdirectory of the PSP folder on the Memory Stick and drag MP3s into it. You can save music files individually or in named folders ('Classic Rock', for example). Each folder appears with its name and the number of tracks included. Go into the folder and each track is listed with title and artist information. Select a track and it begins playing immediately.

Of course, the amount of music you can store depends on the capacity of your Memory Stick. PSP isn't a dedicated music player so you can't expect the massive 20-60GB storage of an iPod, but with the current biggest Memory Stick PRO Duo (2GB) you can save over 400 music tracks – which is extremely impressive for a portable games machine.

MP3

The standard format for compressing a sound sequence into a very small file (about one-twelfth the size of the source file) while preserving the original level of sound quality. Typically, 1MB is equal to one minute of music through MP3s. Oh, and for any luddites out there who don't know, you get MP3s by downloading music from a CD or website onto a computer.

A-B

PSP has a cool playback featured called A-B Repeat where you can cut out a chunk of a song. Just select a point for the passage to start (A) and stop (B) then you can repeat it to your heart's content. Ideal for replaying those epic guitar solos!

Want to store The Killers album on your PSP? You'll need a Memory Stick

MEMORY STICKS

Get the lowdown on the sticks that are compatible with PSP and how much music you can store on them

Memory Stick Duo 32MB

Approx 27 mins
7 tracks

Memory Stick Duo 64MB

Approx 54 mins
14 tracks

Memory Stick Duo 128MB

Approx 107 mins
27 tracks

Memory Stick PRO Duo 256MB

Approx 214 mins
54 tracks
5 albums

Memory Stick PRO Duo 512MB

Approx 427 mins
107 tracks
10 albums

Memory Stick PRO Duo 1 GB

Approx
853 mins
214 tracks
20 albums

Memory Stick PRO Duo 2 GB

Approx
1706 mins
428 tracks
40 albums



© Retna Ltd.



HOW TO...

TRANSFER MUSIC TO YOUR PSP

A step-by-step guide to getting MP3s from your Mac to your PSP



1 Insert a Memory Stick Duo or Memory Stick PRO Duo into the slot on the left of your PSP.



2 Connect one end of a USB cable to the USB port at the top of the PSP and the other end to one of your Mac's USB ports.



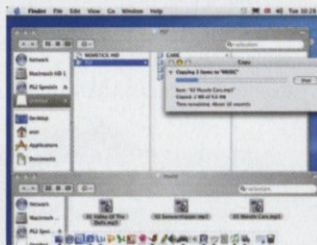
3 Go into your PSP's 'Settings' and select 'USB connection' to activate the USB link to your computer.



4 An 'Untitled' icon will appear on your Mac's desktop representing your Memory Stick. Click on the icon.



5 A number of folders appear. Click on the PSP folder then click on the Music folder to access your PSP's music storage.



6 Now simply drag MP3s from your computer into the Music folder to store them there.



7 Close the folders and drag the Memory Stick icon into your computer's wastebasket to safely eject it.



8 Choose your PSP's Music operation and you'll be able to play any of the music files you've just transferred. Groovy!

DOWNLOADS

In 2004, over 200 million songs were downloaded from legal online music stores around the world – an incredible 900% increase over 2003's total. The MP3 format and Apple's iTunes service accounted for more than 90% of the market. These figures offer further proof that downloading is the future of music – and PSP has the capabilities to be right at the heart of it.





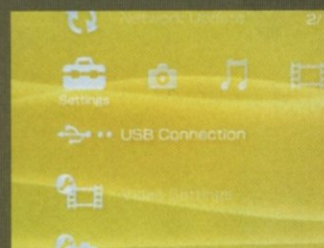
A step-by-step guide to getting MP3s from your PC to your PSP



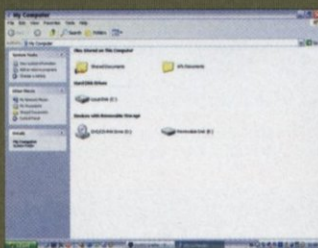
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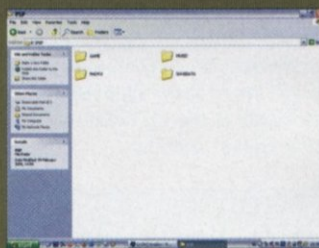
2 Connect one end of a USB cable to the USB port at the top of the PSP and the other end to one of your PC's USB ports.



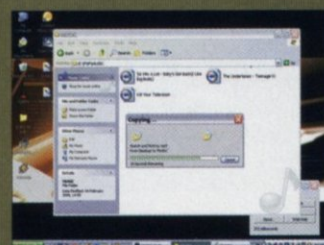
3 Go to your PSP's 'Settings' and select 'USB connection' to activate the USB link to your computer.



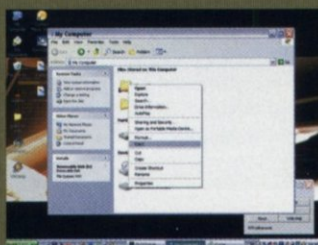
4 A Removable Disk icon will appear in your PC's 'My Computer' folder representing the Memory Stick. Click on it.



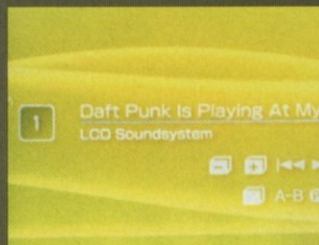
5 A number of folders appear. Click on the PSP folder then click on the Music folder to access your PSP's music storage.



6 Now simply drag MP3s from your computer into the Music folder to store them there.



7 Close the folders, right click on the Memory Stick icon and select 'Eject' to safely disconnect it.



8 Choose your PSP's Music operation and you'll be able to play any of the music files you've just transferred. Funky!



THREE REASONS WHY THE FUTURE'S BRIGHT FOR PSP MUSIC...

ATRAC

As well as MP3s, PSP can also play ATRAC music files – Sony's own music format that has a higher compression than MP3, therefore enabling you to store more files. However, besides being less well-known than the MP3 format, ATRAC is also slightly less user-friendly: requiring the use of Sony's Sonic Stage software to transfer files to PSP.

1. SONY ONLINE MUSIC STORE

Sony Computer Entertainment Europe plans to launch a new online music service specifically for the PSP. This is expected to launch alongside the machine itself and will also include movie downloads and possibly all the game content such as levels, weapons and vehicles.

No details are available yet, although Sony has set up a website – <http://psp.connect.com> – where it's already possible to download some short video clips. Closer to September, the company will announce the music download element and it is sure to be compatible with Sony's Connect – a digital music download site for computer users. When Sony called PSP the Walkman of the 21st century, they weren't kidding...



The Sony Connect online store is a great place to buy and download albums, and is soon to become PSP-friendly with the introduction of extra game content and MP3s

2. SONY TO OPEN UP UMD FORMAT

Sony Computer Entertainment President Ken Kutaragi has revealed that SCE plans to make the technology behind the UMD's music and movie playback available to other hardware makers. It's hoped that this will

encourage manufacturers such as Panasonic and Toshiba to make UMD-compatible media players, enabling UMD owners to play their discs away from the PSP.

This would clear a massive hurdle in making UMD a major force outside of the gaming world. And, of course, the more

machines that can play UMDs, the more eager music and movie studios will be to get their content onto the discs. UMD enables music companies to release full-length albums along with video content. And if the format can reach DVD or CD levels of ubiquity, that's great for us!

3. THANKS FOR THE MEMORY STICKS

The only drawback to storing MP3s on PSP is that you'll need a hefty

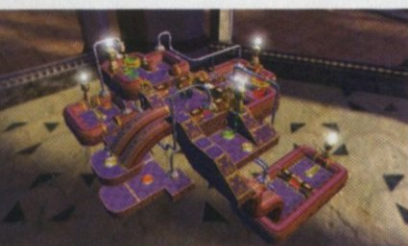
Memory Stick to save a decent number of tracks. Luckily Memory Sticks are getting bigger all the

time, while their cost is coming down. We're hoping to see a sub-£100 2GB stick soon.

Archer Maclean's* Mercury*

Available on the PSP™ handheld entertainment system at launch

3+
www.pegi.info



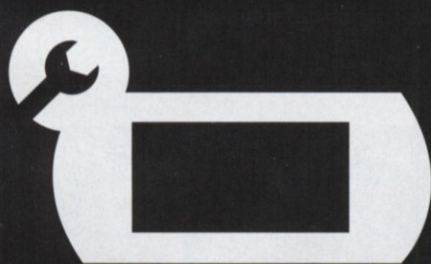
awesome
studios

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IGNITION
entertainment

ATARI

APPLICATIONS



APPLICATIONS

Route planner, email client, chat terminal, PDA? Soon, PSP could be all things to all men



"It's known that certain parties, including Sony themselves, are working on a number of applications for PSP"

You might think of it as a games machine, but your PSP is basically a pocket computer, as it has the capability to play media files, and the storage capacity to carry and use complex information – such as full computer programs.

And while no firm release

announcements have been made, it's known that certain parties, including Sony themselves, are working on a number of applications for the PSP.

It makes the most sense for applications to run directly from UMD, with any data created (such as spreadsheets, Internet

favourites and the like) saved onto a Memory Stick Duo. This way, the PSP could handle much more complex and larger programs, without filling up a Memory Stick purely with programming code – after all, you'll want that space for your documents, game-saves and media files. Together with certain



APPLICATIONS



peripherals that can be plugged into the PSP's USB socket, some of which have already been displayed by Sony, a comprehensive suite of applications is set to transform the PSP from a pocket entertainment hub into a fully-fledged and surprisingly functional mobile office and communications tool. If you had the choice of lugging a kilo's-worth of laptop around or popping your PSP and fold-up keyboard in your pocket, which would you choose?



LOST DOWN UNDER?

Why not get hold of a London tube-map.jpeg and upload it from your computer to your PSP? You'll never be lost again...

PERSONAL ORGANISER

Here, the PSP could really muscle in on PDA territory. Personal organisers fulfil a host of different functions – including contact address books, notepads, calendars, date-and-time alarm calls. The really clever bit is, they're capable of talking to other pieces of software, on other machines. So every morning, for example, you could set your PC to automatically update your PSP wirelessly with any changes to your schedule, or any emails from your inbox. All this technology exists already in current PDAs and Smartphones – it doesn't take a genius to see that the PSP could fulfil exactly the same brief, and do so much more besides.

INTERNET AND EMAIL

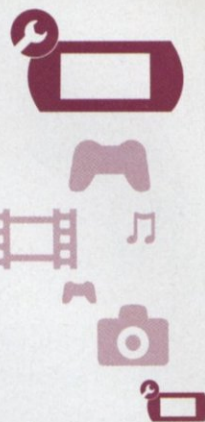
The PSP's Wi-Fi capability potentially makes it a portable Internet browser. In fact, if you have a wireless network at home, you can see (through the XMB menu) that your PSP recognises the carrier signal. At present, however, there's no software protocol in place to let you access wireless Internet, and no web-browser to let you do it.

That'll all soon change however. *Wipeout Pure*, for example, comes with its own mini-browser which lets you access Sony's servers in order to download content for the game, such as new tracks, vehicles and music. This alone proves that the PSP is bursting with web-friendly functionality. It's only a matter of time before Sony, or another third-party developer, comes up with a browser capable of accessing the web via Wi-Fi hotspots such as Sip 'n Surf, which is found in coffee shops across the country. And it follows that, if you can browse the web, you can check your email wherever there's a Wi-Fi hotspot.



WORD PROCESSOR

At last year's E3, the annual videogames trade-fair based in Los Angeles, Sony unveiled the PSP. However, it wasn't just the machine itself that drew the crowds. The range of prototype accessories on show spoke volumes for the capability and versatility of the miniature marvel. One of the most instantly recognisable accessories was a portable keyboard; clearly this suggests some kind of word processor is on the cards. Given the PSP's large screen-size, we reckon it'll be the perfect platform for writing on the move. Especially as word processor documents (such as *Microsoft Word* files) are pretty small in size. You could fit a whole library of documents on a single Memory Stick Duo – and email them as attachments via Wi-Fi.



GPS/SAT-NAV

Satellite navigation units are becoming increasingly popular, especially in the car industry where they're sometimes supplied as an option with a new vehicle. The PSP has the screen, the wireless ability and the processing power to make this work; all it needs is a transmitter/receiver unit which, theoretically, could be connected via USB to turn the PSP into a global positioning system. Very useful when you're travelling, and frankly, GPS units don't come cheap, so it may work out cheaper to buy a PSP and GPS peripheral.



DICTIONARY

A single UMD can hold 1.8 gigabytes of data. That's potentially a lot of words – more than you'd find in any single dictionary. But, like the English language itself, dictionaries are not static. As language changes, so does meaning, and dictionary entries eventually become obsolete. Likewise, new terms are coming into common usage all the time. Given the PSP's Internet-connectivity potential, there's no reason why enterprising developers couldn't create a constantly evolving dictionary – one that updates itself as new words come into usage and meanings change.

MEDIA SUITES

The PSP may be a high-quality MP3 player, but its music management options leave a little to be desired. With the simple introduction of a UMD-based media suite – rather like *iTunes* or *Windows Media Player* – you could manage your music more effectively, categorising tracks by genre, and creating your own playlists. And if software developers concentrate on a PC or Mac-based media suite to correspond with the one on PSP, you could theoretically pipe music directly from your computer, via Wi-Fi, straight to your PSP – playlists and all. Not to mention downloading music directly from the Internet...

INTERNET CHAT

Internet connectivity? Check. Plug-in keyboard? Check. Mates? Check. All you need now is an Internet chat client – something like *MSN* or *Yahoo Messenger*. Chat clients aren't particularly complex pieces of software, so in theory, this could be one of the earliest applications to see a release on the PSP. But there's more... with 802.11b wireless, VoIP communications are possible. That means, with the simple addition of a USB (or even wireless) headset, the PSP could become a completely functional Internet chat tool. All you need now is a plug-in USB camera for full-on, audio-visual web-chat with friends, loved ones and colleagues.

OFFICE SUITE

Possibly the most useful application that will inevitably rise on PSP is the office suite. In computing terms, the PSP is basically a tiny handheld PC, and as such, is able to handle the kinds of files created by other office programs – industry standard documents such as PDFs, spreadsheets and *Powerpoint* presentations. While the PSP's ability to create all of these documents might be limited, the screen is certainly large enough to view them – especially when you turn the machine 90 degrees and look at the screen side-on. This sort of functionality will enable the professional to check documents on the train, and work on the move. And hey, if any action needs to be taken, simply whizz off an email.

"You could fit a whole library of documents onto a Memory Stick Duo, and email them as attachments via Wi-Fi"

WI-FI

"With PSP's Wi-Fi switch turned on, you simply select a multiplayer mode and the game automatically detects other players in the area"



WI-FI

Get yourself connected! But you can say goodbye to multitaps and link-up cables. PSP multiplayer gaming comes entirely without wires...

On the left side of the PSP is a very important little switch. It's the switch that enables or disables the integrated Wi-Fi adaptor – PSP's gateway to multiplayer gaming heaven and a whole lot more besides.

Wi-Fi is short for Wireless Fidelity and it enables devices like computers, mobile phones and now the PSP, to connect to the Internet, and each other, without



any need for extraneous gubbins like link-up cables, external modems or phone points. Providing there is a Wi-Fi network point in the area (also known as Hotspots) – whether it be your home, an airport, a hotel or a fast food joint – your PSP will detect it and be able to go online thanks to its in-built 802.11b wireless LAN networking capabilities.

At the moment, PSP can't be used for browsing or email (although rumours suggest Sony is planning this for the future). Instead, PSP Wi-Fi is all about multiplayer gaming. With the Wi-Fi switch turned on, you simply select a multiplayer mode and the game automatically detects other players in the area. It's quick, it's easy and it's the future of multiplayer gaming.

WI-FI GAMES

The majority of PSP's launch titles offer some kind of Wi-Fi multiplayer support. Here are our faves...

TWISTED METAL

Subtitled *Head-On*, this latest title in the crazed vehicle combat series will be one of the first titles in the UK to support PSP's Infrastructure Mode allowing you to go bumper-to-bumper against gamers all over Europe via a Wi-Fi hotspot or your own broadband router.

TOCA RACE DRIVER 2

Not satisfied with cramming in all 15 different motorsports from the PS2 version, along with 52 circuits and up to 21 cars on screen at once, Codemasters' PSP edition of its ace driving sim also features eight-player Wi-Fi racing across a load of modes.

APE ACADEMY

Monkey minigame mayhem for up to four players. These primate pastimes including table tennis (is Alan Partridge heading up development on this or what?), snowboarding, boxing and remote-control car racing. More fun than a chimp's tea party and far less messy.



■ The cyberpunk thrills of blowing up opponents in multiplayer *Wipeout*

WIPEOUT PURE

Eight players can jump into their hoverships for some exhilarating future-cool racing. Ultra-fast, tooled-up with a range of lethal weaponry and looking the absolute business, *Wipeout Pure* threatens to propel PSP into the zeitgeist just as the original did for PSone.



"*Twisted Metal* lets you go bumper-to-bumper against gamers all over Europe via a Wi-Fi hotspot or your own broadband router"

THE FUTURE

Rumours suggest that Sony will eventually release a firmware revision for the PSP that will enable it to be used for web browsing, email and word processing.

WIRELESS GLOSSARY

An A-Z of useful terms from the wireless world

802.11b: A standard for wireless Internet access that offers connection speeds up to 11 megabits per second (Mbps) between the access point and Wi-Fi enabled devices. This is integrated into the PSP and enables wireless connection to the Internet, and between PSPs for multiplayer gaming. 802.11b is equivalent to the Apple Airport card which provides wireless networking in Macs.



■ Up to eight players can get involved in *Ridge Racer* Wi-Fi contests and there's absolutely no let up in the game's super-fast framerate and stunning visual quality

WI-FI PLAYTEST

We test the wonder of Wi-Fi with some two-player *Ridge* racing

Two players. Two adjacent rooms. Two PSPs. Two copies of *Ridge Racer*. Two Wi-Fi switches flicked to 'on'. One aim: to take that chequered flag. Gentlemen, start your engines...

Setting up a wireless race couldn't be simpler. One player creates a game and then up to seven friends can immediately join it. Alternatively, you can get involved in an existing game that is waiting for additional players. With a multiplayer mode selected your PSP will detect any races in the area and display them according to their host (the user who created the race), then after selecting your car and transmission type you're ready to roll.

For our two-player Wi-Fi contest, one player created a race and picked a car, the second



■ Joining a Wi-Fi *Ridge* race is foolproof. The PSP detects any races being set up in the area, you select which one to join, then pick a car and get ready to hit that throttle!

player joined the race that was flagged under his friend's name and chose a motor. The set-up took a matter of seconds and then it was off to the grid with the revs building and the battle about to get underway.

The actual racing is incredibly responsive, with the movements of one player immediately reflected on the opponent's PSP screen. There's no let up in the game's blistering running speed and we didn't encounter any lag – even with several cars on screen at once. Our verdict: *Ridge Racer* Wi-Fi contests are the absolute bomb.

GLOSSARY CONT'D

802.11g: A new wireless technology that provides faster connection speeds than 802.11b – up to 54 Mbps. Equivalent to the Apple Extreme Airport card.

Access Point: A location where a Wi-Fi signal is received.

Bandwidth: The amount of information that can be transmitted in a given period of time over a wired or wireless network. Bandwidth is expressed as bits of data per second, or bps.

Hotspot: Another name for an access point in public locations such as airports or cafes where a wireless signal for an Internet connection originates.

Network Interface Card (NIC): A card installed in a device that enables it to connect to a wireless network. NIC cards must be compliant with the 802.11b or 802.11g standards. Many new wireless devices – including the PSP – are sold with Wi-Fi cards already installed.

Roaming: Roaming agreements between Wi-Fi providers enable customers to obtain service from another provider's Hotspot, usually for a nominal charge.

T1 Connection: A high-speed Internet connection carrying data at a speed of 1.54 Mbps for uploads and downloads. These lines are often used to connect a Hotspot to the network.

Wi-Fi Alliance: An association formed to certify standards of wireless products.

Wi-Fi: Short for Wireless Fidelity, Wi-Fi is the popular term for the technology that lets you connect to the Internet at broadband speeds without using wires. It also lets you connect wirelessly with other Wi-Fi enabled devices, as with the PSP.

WLAN: Wireless Local Area Networks enable users to connect to a local area network (LAN) through a connection using wireless access.

WHAT IS WI-FI?

Still confused? We're here to answer all your Wi-Fi questions

Q How does Wi-Fi work?

A Wi-Fi signals operate in the 2.4 and 5GHz radio bands which are also used by many mobile phones. The radio signal connects Wi-Fi enabled devices to the wireless network at broadband speeds. The network operates through base stations called access points (or Hotspots), which connect to high speed lines back into the Internet. Many newer electronic devices such as the PSP come equipped with Wi-Fi antennas and software. As a result, selecting the Wi-Fi setting on the PSP enables you to connect to the network immediately and it displays all the available Wi-Fi signals in your location.

Q What are the benefits of Wi-Fi?

A Wireless access to a high speed Internet service provides users with freedom and flexibility. Specifically to the PSP, it enables multiplayer gaming



■ Multiplayer action has always been a standout feature of the Wipeout series and it's never worked better than with PSP Wi-Fi



■ Ape Academy lets you monkey around in loads of crazy minigames via multiplayer Wi-Fi. And there's none of the hassle of digging out a multitap and extra pads

without the need for peripherals such as link cables and multitaps or indeed opponents in the same room as you.

Q How fast is Wi-Fi?

A Wi-Fi connectivity speeds depend on the quality of the signal, your distance from the Hotspot and how many people are using that Hotspot at a particular time. PSP uses the standard 802.11b connection which transmits information at a maximum speed of 11 megabits per second.

Q What is the range of access with Wi-Fi?

A The Wi-Fi signal typically extends to about 150 feet from a Hotspot. But Wi-Fi signals do not transmit well through metal, concrete or buildings.

Q Can I surf the Net with PSP Wi-Fi?

A Hopefully soon! PSP's Wi-Fi capabilities currently extend to downloading game data and detecting other users for multiplayer gaming. However, Sony is thought to be working on a downloadable update that will allow full web browsing.



"Wi-Fi enables multiplayer gaming without the need for link cables and multitaps or indeed opponents in the same room as you"

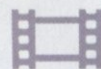


ONLINE

Playing your PSP offline? Then you're hardly getting it to break a sweat. Get online and unleash the beast

"The way that PSP embraces the Internet is a glimpse of the future"





As a race, we're quietly moving towards a solid-state rebellion. Tangible material media – endless shelves groaning with CDs, DVDs, games and their ilk – will soon be replaced by a beautiful existence in which entertainment is but a button's press away, neatly stored on the nearest hard drive. You could fight it, of course, but why

would you want to? It's more practical, easier, cheaper – and infinitely more immediate.

In this respect, the way that PSP embraces the Internet is a glimpse of the future. Sure, you can buy software for it – games, films, music – but PSP also comes online ready, right out of the box. Get it in a wireless network environment and it begins to hint at its true

potential, with online gaming and downloadable content very much at the forefront of Sony's agenda.

Obviously it's early days and the services available for the system are currently scarce, but expect features and facilities to rapidly grow alongside the PSP as it edges towards a fully integrated, fully internet-sustainable slab of portable, digital entertainment.



TIMEFRAME

Downloadable content for *Wipeout Pure* (such as new tracks, ships and tunes) will become available shortly after the game is launched

NEAT TIP

If you have a wireless network at home, try checking 'Network Settings' on your PSP. You'll see that it recognises your wireless set-up...



■ The upcoming *ATV Offroad Fury: Blazin' Trails* will be capable of 'infrastructure' – or over the web – play



■ With a wireless network at home, you could play games like this wirelessly from the comfort of your own sofa



GAMING

Wi-Fi gaming isn't all the PSP offers... soon, you'll be able to challenge others over the Internet too

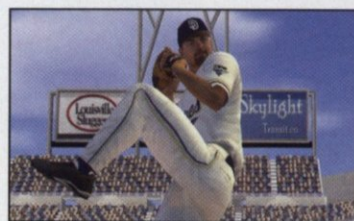
As anyone who's experienced it will tell you, online gaming is a revelation. It's far more than simply playing against a highly sophisticated computer because however smart Artificial Intelligence is getting, the way computer-controlled enemies behave in games is still no match for a character's actions under human control.

And there's no better gaming reward than outwitting human competition, be it on the track, the pitch or the battlefield. The paradox is that, even without voice or text communication (two features that are expected in future online PSP titles), the experience is undeniably social – if you're venturing online with your PSP, you can expect to make many new friends (and enemies, obviously).

While it's unclear how many UK titles will feature online play (although *Twisted Metal: Head-On* is confirmed), a quick glance across the Atlantic gives



■ *Twisted Metal: Head-On* will offer six-player car-based carnage over the web



■ An early US game, *Major League Baseball* proves that head-to-head Internet challenges are perfect for PSP

a pretty good indication of what can be expected. For the American launch, the PSP benefited from five titles offering Infrastructure gaming – something not even Japanese PSP owners could boast when the machine debuted there in 2004 (though Wi-Fi LAN play is available on most games – see 'Online? How?'). Three came from sports specialist studio 989, offering US gamers online two-player head-to-head options on its *MLB* (baseball), *NBA* (basketball) and *Gretzky NHL* (ice hockey) titles. UK developer Climax has worked four-player online action into its *ATV Offroad Fury: Blazin' Trails* quad bike racing game while Sony's *Twisted Metal: Head-On* goes two better, delivering six-player automotive destruction across the internet.

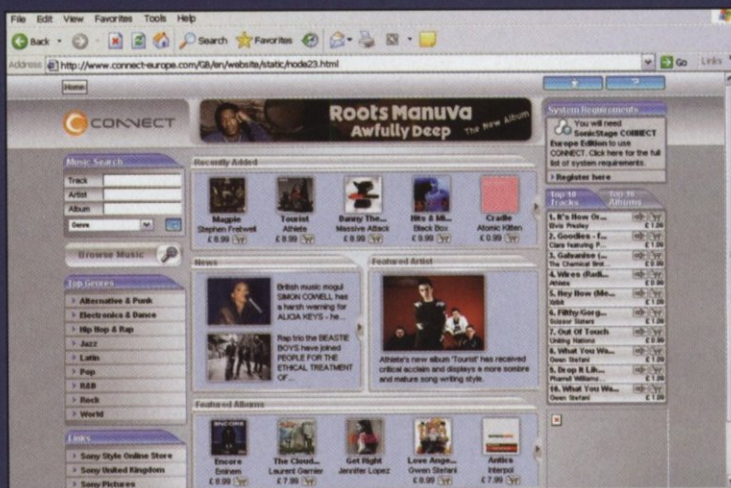
What's next? Massively multiplayer online adventures? Worldwide online gaming tournaments timed to coincide with real sports events? Sony has no doubt thought of everything...

ONLINE? HOW?

The PSP essentially offers two types of online connectivity and it's important to distinguish between them. Its Wi-Fi capabilities mean it can establish a connection to the Internet at any Wi-Fi Hotspot and will remain connected as long as you don't stray outside the Hotspot zone. Hotspot locations are designated areas where wireless Internet access is available and currently include cafes, airports, and libraries (the list is rapidly growing) around the world. In the near future, you're likely to find them universally established, which essentially guarantees constant Internet connection for Wi-Fi devices such as the PSP.

If you don't fancy going out then you can apply the same principle indoors provided you have a wireless Internet connection set-up, meaning you get all the benefit of portable online gaming combined with the comfort of your own home.

An added benefit of Wi-Fi, is its ability to establish a local area network (LAN). This means that several PSPs (currently anything from two to eight, dependent on game), can communicate with each other wirelessly as long as each player remains within the (generous) designated range. Already the majority of PSP games offer multiplayer options that take advantage of this feature and the resulting experience can be as magical as it is practical – imagine getting to work knowing you're that day's undisputed *Ridge Racer* commuter king.

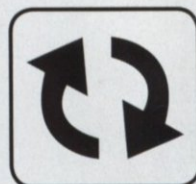


DOWNLOAD

The Internet is a vast repository of content, just waiting for PSP...

If you can browse the Internet, it obviously means that you can download from it, too. And downloading will inevitably become an integral part of PSP ownership. Already Sony has tailored its Connect service to the PSP (<http://psp.connect.com>). The system is similar to Apple's iTunes store – In addition to providing users with singles or albums, iTunes also features music videos and is expected to subsequently expand to incorporate film downloads. Sony is likely to adopt a similar strategy but as the creator of the PSP its options are far more diverse. So in addition to tunes, videos and films you can expect game content – whether gameplay-enhancing features such as those *Wipeout Pure* already promises,

game demos or, eventually, full blown games. One potentially interesting area is that of episodic gaming, whereby you download a new segment of a game every month or so for a set fee. One advantage is the way it allows developers to tailor the experience, altering plot lines, or evolving game mechanics according to users' feedback (while also ensuring you get the very latest technology with each instalment). While you're waiting for that to happen, there's plenty to keep you occupied. For instance, you could always check out Playboy's recent PSP-specific download service. But if all that sounds too hands on, there's still passive entertainment, of course. Sony has already announced its intention to allow TV content streaming over high-speed wireless Internet access for the PSP, and is currently developing the technology which is expected later this year. Time to get your current TV set on eBay...



"Sony has already announced its intention to allow TV content streaming over high-speed wireless Internet"



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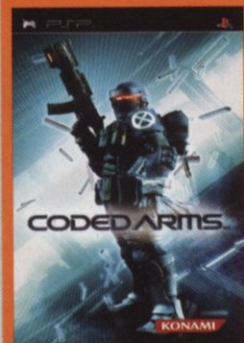
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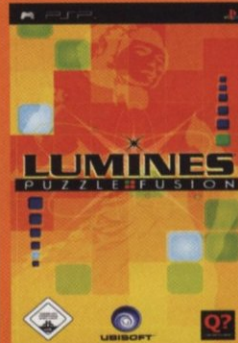
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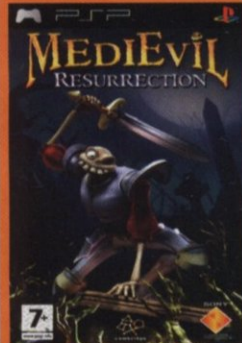
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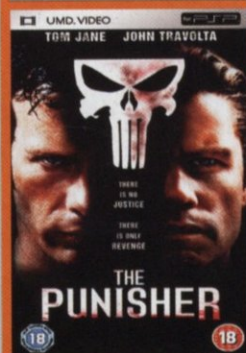
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CONTENTS

AT A GLANCE

The PSP features a USB 2.0 port, capable of piping a whopping 480 Mbits of data per second



P114 MAKE A CONNECTION

Mobile phones, digital cameras and PS3. The PSP can link up with them all



P116 THE FUTURE OF GAMES

PSP is hotting up to be the place for the latest and greatest gaming experience

P118 HOT FOR HARDWARE

A look at the gear that makes PSP rock - and how it's getting better



THE FUTURE OF PSP

If you thought PSP was just about gaming, you're in for a shock. Over the next few years Sony's handheld will reveal its true intention: global domination

They say multimedia doesn't work. The concept of a machine that is all (digital) things to all men, they argue, has traditionally failed to appeal to the public. You can almost hear the mantra in the boardrooms: "One machine, one job".

Once upon a time, perhaps. Not so long ago, mobile phones used to focus their efforts on just making and receiving calls, yet these days that function seems secondary to the multitude of other tasks your handset can offer. Truth is, times are changing. As technology advances, the realisation that machines can multi-task and not only match the function list but, crucially, the quality of standalone products, has successfully penetrated the mainstream mindset.

Sony has noticed this. When the PSP was first announced to the world press

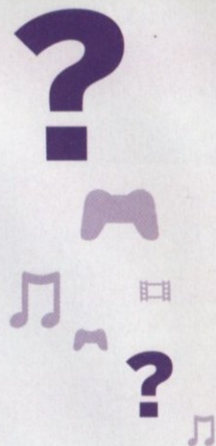


P120 WIRELESS WORLD

Navigate your way to a quiet spot so you can watch last night's telly in peace...

P121 MOBILE OFFICE

Helping you do your work faster so there's more time for the resting and playing





assembled in Los Angeles in 2003, the bods at Sony Computer Entertainment dubbed it the "Walkman of the 21st century". The crowd smirked knowingly – a mixture of nostalgia, jetlag and admiration for Sony's resourceful marketing department – but most failed to appreciate the genuine intent behind the soundbite. Or, more appropriately, the conviction of such a momentous statement.

GRAND DESIGNS

Two years on and reality is beginning to sink in. Because just as it did with the personal stereo in the '80s, Sony plans to conquer the handheld gaming market with utter and absolute certainty. And if you remember your history, you'd be a foolish man (or lady, of course) to bet against them. Granted, the PSP initially aims to replace your Game Boy. But next, it wants you to stop using your iPod. Then it won't be happy until your PDA is gathering dust.

And that's just for starters – the PSP won't stop until it's converted the world to the true notion of multimedia, and over the next seven pages we offer you a glimpse of its future: One machine, all jobs.

CONNECTIVITY

With Wi-Fi, USB and Memory Stick Duo onboard, the PSP is ready to connect

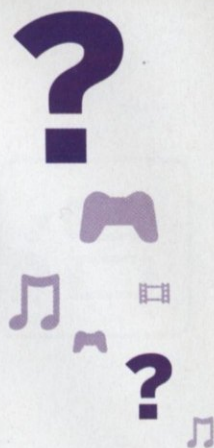
MOBILE PHONES

Realising the ergonomic difficulties that may be caused by trying to use the PSP as a telephone, Sony are obviously going to approach the PSP's potential to become a mobile phone with care. However, Ken Kutaragi, head of Sony Computer Entertainment, recently announced before the press that Sony are indeed working on an attachment that can turn the PSP into a mobile communications device. We're assuming that it'll plug into the USB port, and sit atop the PSP, perhaps transmitting voice communications to an earpiece via infra-red or Wi-Fi.



DIGITAL CAMERA (IMAGE CONVERTER SOFTWARE)

An official add-on camera has already been seen attached to a PSP, suggesting a number of possibilities. We suspect Sony plans to leave serious photography to dedicated digital cameras (the exploits of budding Ansel Adams can always be viewed on the PSP's gorgeous screen, of course) which implies the PSP camera attachment could handle web chat duties, or to scan your face to be used by in-game characters (on or offline) or even offer EyeToy-like gaming experiences. The possibilities are endless.



PS2/PS3

The PSP and the PlayStation 2 can already interconnect (the American game *Armoured Core Formula Front* demonstrated this, as it allowed save-game data to be transferred) and you can expect future titles to take advantage of the numerous interesting gameplay opportunities this offers with more regularity – you could use the PSP as a secondary screen during a PS2 game for displaying vital information (ie, maps and stats), provide novel two-player possibilities, or enhance PSP and PS2 experiences for the same series of games (for example, share data between the PSP and PS2 version of *FIFA Football 2006*). It's up to developers to start thinking hard about all of the new fantastic options that are now available to them.

But it's with the arrival of the PlayStation 3 that the partnership will really flourish. Sony's next console aims to form the core of your home's entertainment system – movies, music and, of course, games. The PSP will be a crucial component of this set up, connecting wirelessly (or via USB 2.0) and adding mobility to your home's leisure package. It could even enhance it – Sony has confirmed the PSP can be used as a controller! In return, the PS3 provides a portal for the PSP and you can expect PS3 content to further reflect the relationship: *Metal Gear Solid 4* could carry a demo of the subsequent PSP version, *Gran Turismo 5* could let you download the minigame-style driving tests onto the PSP, while you might like the soundtrack of the next-generation *Grand Theft Auto* game so much that being able to rip it onto Memory Stick at the touch of a button represents the perfect commuting antidote.

"The PSP initially aims to replace your Game Boy. But next, it wants you to stop using your iPod. Then it won't be happy until your PDA is gathering dust..."





GAMES

The latest games for PSP are pretty mind-blowing. But that's nothing compared to what the second generation will offer...

WI-FI

As downloading becomes increasingly common, you can expect the PSP gaming experience to alter accordingly. Additional content (tracks, characters, music, weapons, levels, etc) can revitalise a title whose potential you thought you'd exhausted, therefore giving it another lease of life.

It's a similar story with wireless multiplayer games. Sometimes, you just won't want to play alone and feel the urge to pummel human opposition into submission instead. Multiplayer can often transform a gaming experience, elevating it to a status not far below Heaven. Imagine the prospect of playing against your fellow commuters on the train back home every night – it almost makes going to work worth it.

And the beauty of a wireless network doesn't end there. Titles can, for instance, include a 'game share' mode with which the owner of the game sets up a (limited) multiplayer round with other PSP users without them needing to own the same title.

THEMES

One of the genuinely exciting aspects of the PSP is the fact that it doesn't cater solely for the established gaming audience – its aim (indeed, its appeal) is vastly more universal. As such, you can expect PSP owners to cover a wider demographic than anything a living room console – however popular – has ever enjoyed. This will encourage game developers to bravely venture out into new genre territory in order to cater for the new tastes of their continually expanding public. This simply cannot happen with current established consoles where intense commercial pressure makes it impossible for new types of game to appear on the market. The PSP should make limited genres a thing of the past.

CONTROL

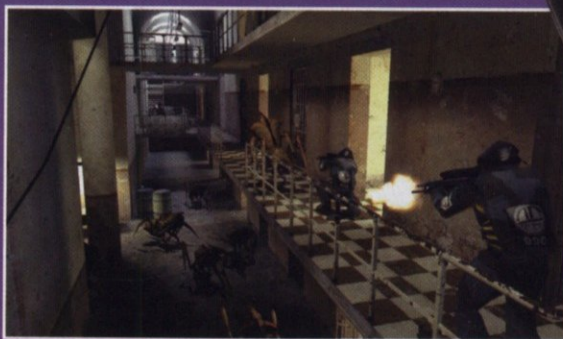
Though often overlooked, a handheld console's button layout is a fundamental aspect. The PSP offers the usual array of control options but introduces an analogue slider whose very nature demands a little familiarisation before it becomes truly second nature. Like the players, game designers have to get used to the new button characteristics (which is why so many of the first wave of games stick to the traditional D-pad control) but as they do, expect them to work out the best way to control their creations.

GRAPHICS

If you think PSP games look good now, you ain't seen nothing yet. Like any games console, it takes developers time to get used to the hardware and therefore learn how to exploit it fully. As they become increasingly apt at extracting the PSP's maximum capabilities you can expect the visual quality to just get better and better. Right now, PSP games are on an aesthetic par with second-generation PS2 titles but expect them to match current PS2 productions in the near future.

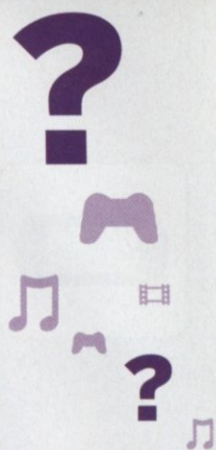
GAMES

As developers begin to really get to grips with what the PSP is capable of, you can expect to see far more advanced games than you ever thought possible on a machine that fits in your pocket. And as the machine becomes more firmly established, it will inevitably attract more hardcore gamers, thereby creating demand for play-intensive titles, such as grand strategy games and PC-quality first-person shooters. *Half Life 2* and *Rome: Total War* on PSP? It's not as crazy a proposition as you might think. The capability is there. It just needs the demand...



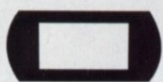
PSPARTY

Already from Japan, we're hearing reports of 'PSP lounges', where gamers congregate to drink coffee and play over Wi-Fi!



"Multiplayer can transform a gaming experience. Imagine the prospect of playing videogames against your fellow commuters on the train back home every night"





HARDWARE

Continuing advances in memory space and battery duration means there's a long life ahead for the PSP



MEMORY

The Memory Stick is the data-storage format that Sony uses for all of its products, including the PSP. Currently, you can download images, movies and music from your PC onto the Stick to then watch and listen on the go, and as the capacity size of these units increases (Sony is reputedly working on a 4GB version and a staggering 32GB is theoretically possible!) it's not just the amount of stuff you can cram in the card that is enhanced, it's also the nature of the content. With the PS3 using Memory Stick Duo as one of its storage options (eg, for saved games), you can look forward to a new level of interactivity between living room and handheld consoles.

RECORDABLE UMD

Technically speaking, this is already possible but ongoing discussions with Hollywood studios (who are quite concerned about potential piracy issues) mean that for now all we have is a read-only UMD format. Over the next few years, expect the discs to also turn up in recordable form, enabling you to cram them full of digital goodness – including games, of course.

BATTERY LIFE

While the longevity of the PSP's battery is fine for the vast majority of applications, as developers become increasingly familiar with the structure of the PSP hardware you'll see longer use of your PSP in between topping the battery back up. Like mobile phones, new power-saving tricks and techniques will ensure the machine becomes less thirsty for power with age.

FLASH NEWS!

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■ This sexy piece of kit is called LocationFree TV, just one example of Sony's wireless prowess



WIRELESS



How PSP is helping us to break free from the constraints that tie us to a single place or time

DOWNLOADS

Sony has already confirmed its development of a dedicated music download service specifically catered to PSP users. This is the same service that will initially focus its energy on providing additional game content and software updates before also incorporating tunes. Don't expect the fun to stop there, though: movies – that's anything from game trailers to the latest Hollywood blockbuster – are likely to be next in line for the PSP download treatment.

TV

Increasingly, we're heading towards an on-demand world. That is, an existence that is no longer dominated by schedules, meaning you get what you want, when you want. Your PSP should, in a not-too-distant future, reveal itself as the perfect tool for downloading your favourite TV programmes. Until then, there's nothing to stop you using your PC to fit that episode of 24 you recorded last night onto a Memory Stick for you to watch on the tube or bus on your way to work in the morning.

IN-CAR NAVIGATION SYSTEM

Just one of the many possible extra-curricular utilities for the PSP. Current PDAs already offer crude versions of this type of service and the PSP's huge screen seems perfectly suited to a navigation-style application. It could potentially work out much cheaper than dedicated GPS units too, which don't come cheap. And hey, maps, or – gasp! – having to actually ask people for directions, is so last century...



MOBILE OFFICE

Taking work home (or anywhere) has never been so much fun...

TOOLS

Expect future PDA-style features in the form of comprehensive word processor and spreadsheet programs to cater to your business needs. The PSP's USB connection could easily support a printer and optional plug-in keyboard with integrated mousepad, although a text-to-speech utility has already been mooted. It's not just high-end stuff though – if those figures you're working on don't add up, you can always refer to the calculator.

EMAIL

The indispensable office tool, email has revolutionised communication and its inclusion as part of the PSP's capabilities is a no-brainer. But all work and no play makes for an exceptionally dull day, so in-between business, keep in contact with friends wherever they are, and while you're at it, why not invite them to join you for a spot of stress-relieving PSP gaming action?

WEB BROWSER

While initially the PSP is able to access the functionality of the Internet indirectly (by interacting with content downloaded via your PC onto Memory Stick, for instance), eventually you can expect it to boast a fully-fledged web browser. Want to check out movie reviews while waiting in line at your local multiplex, look up the exact location of the office you need to find for an interview on Multimap, or read up on how to beat the end-of-level boss you're stuck on? No problem.



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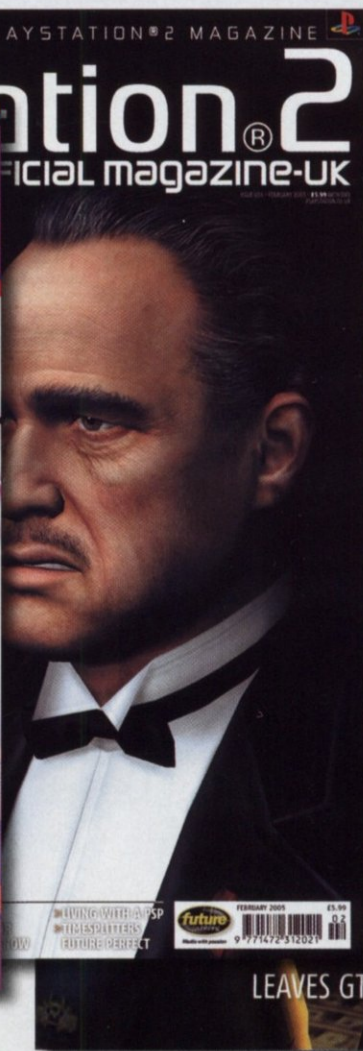
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GLOSSARY

A

ACTION-ADVENTURE: A style of game with strong character and narrative elements combined with third-person or first-person action.

ADSL: Asymmetrical Digital Subscriber Line. A variety of Internet connection, capable of faster bandwidth speeds than DSL.

AI: Artificial Intelligence. Typically refers to the ability of computer-controlled characters, vehicles etc to mimic human behaviour, and perform independent decision-making.

ASPECT RATIO: A measurement of screen size, described as a ratio of its width to its height. Standard video has an aspect ratio of 4:3, for example, whereas widescreen is commonly 16:9

ATRAC3: Sony's proprietary music file format. It offers better security (see DRM) and heavier compression than MP3, meaning that music files can be smaller while maintaining excellent sound quality. The PSP is capable of playing ATRAC3 files, as well as MP3s.

AVATAR: Your visual representation in an online environment. Commonly represented by a character, vehicle etc.

B

BANDWIDTH: The amount of data that your Internet connection is capable of transferring per second. This is measured in kilobits or megabits – for example, a 56k modem is capable of transferring 56

kilobits per second, while a 1Mb broadband connection can handle one megabit per second, and so forth.

BIT: A single unit of data that's either 1 or 0 (on or off) and is the foundation of all computation. See Kb, Mb, Gb.

BIT-RATE: The quality of an MP3 recording; the higher the better. Bit-rates represent the amount of data used to encode the sound.

BROADBAND: Any high bandwidth digital Internet connection, such as DSL, ADSL or ISDN.

BUMP MAPPING: An in-game lighting effect applied to a texture to make it look three-dimensional when light hits it at an angle.

BURNING: Colloquial term for recording media (music, movies, games etc) to a CD or DVD. (see also: Ripping).

C

CODE: Software; in particular, a game. Commonly used games-industry term, but increasingly adopted by gamers.

COMPRESSION: The reduction in a file's size to make it more portable. Compressed files (music, movies and video) tend to be lower quality than the source file.

CPU: The PSP's brain. It performs the mathematical calculations that tell the other parts of the console what to do, and how to use any software the machine is running.



D

DATA RATE: the amount of data that can be sent through a communications circuit in a second. This figure effectively governs the performance of any component.

DEVELOPER: The individual or team of individuals who create, design and program a game.

D-PAD: The cross-shaped control pad on the front of your PSP.

DRM: Digital Rights Management. This is used by a wide range of technologies to prevent file-copying and sharing. DRM-protected music tracks refuse to play on computers other than their owner's.

DSL: Digital Subscriber Line. A variety of Internet connection that works across a standard telephone line. DSL connections come in a variety of bandwidths.

E

E3: The Electronic Entertainment Exposition. An annual event held in Los Angeles, at which games-industry software and hardware developers present their latest projects to retailers, distributors, publishers, press and the public.

F

FILE FORMAT: Files come in different formats for different purposes. Bitmaps and Jpegs, for example, are two image file



formats. The former is designed for high-resolution imagery, while the latter uses compression to make the image files smaller, but with a resulting loss in image quality.

FILE SHARING: Transferring media files between computers using a peer-to-peer network such as Gnutella or eDonkey. Programs such as Kazaa and Limewire allow you to do this by searching other people's computers for the files you want. However, copying (or allowing to be copied) copyrighted material is an illegal practice.

FLASH MEMORY: Solid-state memory to which files and data can be written – such as the Memory Stick Duo.

FPS: First-Person Shooter. An action game played from a first-person perspective.

G

GB/GIGABYTE: An amount of memory or data amounting to 1,000 MB.

GPU: The Graphics Processing Unit is the silicon brain behind the stunning graphics that PSP pumps out.

GPS: Global Positioning System. A device that uses military satellite data to pinpoint the user's exact location.

H

HOTSPOT: An area within which a Wi-Fi-enabled device, such as a PSP or laptop, can connect to a WLAN. Hotspots are commonly

found in coffee shops, airports, larger railway stations and so forth.

I

IRC: Internet Relay Chat.

ISDN: Integrated Services Digital Network. A variety of Internet connection, which used to be the fastest available kind, but is now superseded by the faster and cheaper DSL and ADSL lines.

ISP: An Internet Service Provider is a company that provides Internet access, such as British Telecom.

J

JPEG: An image file in which data is compressed to make the file smaller. Your PSP can display Jpeg images.

K

KB/KILOBYTE: An amount of memory or data amounting to 1,000 bytes. To give you an idea of size, a sentence of words in a word processor file is about 1KB in size.

L

LATENCY: The time taken to deliver a packet of data from the source to the receiver, i.e. the server to your PC or PSP. Commonly measured in milliseconds. Latency and bandwidth are the most influential factors governing the speed and stability of Internet connections.

M

MB/MEGABYTE: An amount of memory or data amounting to 1,000 KB.

MIDDLEWARE: Developers' software tool that connects two otherwise separate applications, or a product that serves as the glue between two applications.

MIPMAPPING: A graphical routine that decreases texture detail the further the object is from the player. By rendering less detail on some objects the CPU is able to draw more objects on screen simultaneously.

MODEL: A model is a 3D wireframe of triangles that, when enveloped in a texture, looks like an object.

MP3: The world's favourite music-file format, because it is capable of reproducing excellent sound quality for a relatively small file-size.

MPEG: The movie-file equivalent of MP3, the MPEG is popular because it offers reasonable visual and audio quality in a compact file size. The PSP plays MPEG-4 files, the fourth and most advanced generation of MPEGs.

N

NPC: Non Player Character. A named rather than generic character in a game that is computer-controlled (see AI).

P

PARTICLE EFFECTS: Graphical effects that utilise tiny dots of colour to create explosions, muzzle flare, smoke and other gaseous effects.

PHYSICS: The laws of physics applied realistically to objects in a game world. This means friction, gravity and other forces that influence in-game movement, creating more believable game environments.

POLYGONS: The triangular building blocks of 3D objects. Polygons consist of flat triangular shapes that are stitched together to create the illusion of 3D.

Q

QA: Quality Assurance.

R

RAM: Random Access Memory. RAM is the PSP's short-term memory and effectively governs the amount of data the machine can access at any one time.

RENDERING: The process of creating a realistic looking 3D model out of polygons and textures.

RIPPING: Colloquial term to describe the copying of media files (movies, music etc) from a CD or DVD to your PC or PSP.

ROUTER: A device, connected to a network, which forwards packets of data to other sources, such as a series of computers.

S

SDK: Software Development Kit. The SDK is a set of tools and applications used to create a game or game element.

SERVER: A remote computer that stores, controls and passes data between other computers via a network like the Internet.

SPECS: The technical specifications of a device, such as the PSP.

T

T1: A variety of Internet connection, commonly used by businesses as it can handle data and voice transmissions (see VoIP). The bandwidth of a T1 line is rated at 1.544 Mbps.

TCP: Transmission Control Protocol. A network protocol responsible for verifying the correct delivery of data from client to server.

TEXTURE: A heavily detailed but flat image that is applied to a three-dimensional model to give it surface detail.

U

USB: Universal Serial Bus. a type of connection on a device that enables it to be plugged into another USB device - such as PC and PSP.

UMD: Universal Media Disc. Sony's proprietary new media format.

V

VOB: Video Object. A core file-type found on DVD discs, containing the actual audio-visual data. (See movies, pp78-89).

VOIP: Voice over Internet Protocol.

W

WI-FI: Wireless Fidelity. Device networking without the need for physical wiring. This comes in two standards: 802.11b and 802.11g. The latter is newer and faster than the former. Your PSP utilises 802.11b to communicate with other devices.

WLAN: Wireless Local Area Network. A group of devices connected via Wi-Fi (see above). A group of PSPs playing *Ridge Racer* over Wi-Fi essentially creates a WLAN.

X

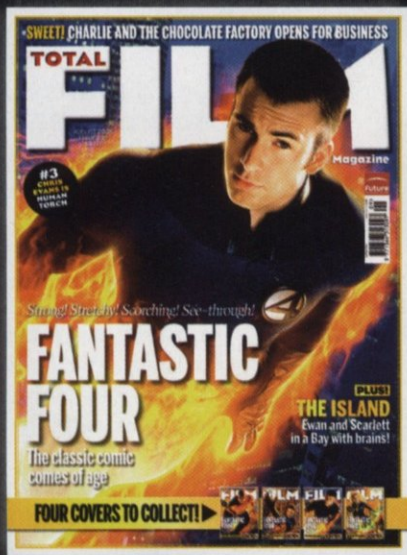
X-BLACK: Sony's proprietary TFT technology, that offers improved colour, clarity and wider viewing angles than standard TFT technology. The PSP has an X-Black screen, as used in the latest Sony VAIO laptops.

XMB: Cross Media Bar. The PSP's menu.

Z

Zip File: a file that has been compressed by a computer to make it smaller, and thus quicker to download.

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INDEX

Accessories	14-15	Controls	10-13	FIFA 2006	64-65
Access Point	105	Converting Files	82	Fired Up	72
Ape Escape	56	Darkstalkers Chronicle:		F1 Grand Prix	33
Applications	24-25, 98-101	The Chaos Tower	73	Football Manager 2006	74-75
ATRAC	96	Death Jr.	60	Free Running	74-75
AVLS	92	Dictionary	101	Future of PSP	112-121
Bandwidth	105	Disc Contents	6-7	Gagharv Trilogy	73
Batman Returns	63	Downloads:		Games	18-19, 28-76
Battery	14, 118	Music	94	Glossary	125-127
Box Contents	14-15	Movies	89	GPS	25, 101, 120
Burnout Legends	52	Games	109	Grand Theft Auto:	
Camera	114	DVD	82	Liberty City Stories	50-51
Coded Arms	54	Dynasty Warriors	55	Guided Tour	10-13
Colin McRae Rally 2005 Plus	44	Email	100	Hardware	118
Columbia Tristar	86	Encoding	100	Headphones	15, 92
Connectivity	114-115	Everybody's Golf	70	Home movies	83
Contents	4-5			Hotspot (Wi-Fi)	105

Infected	62
Internet	106-109
Internet chat	101
Lumines	59
Medieval	49
Memory Stick	14, 23, 118
Movies	81
Music	93
Mercury	58
Metal Gear Ac!d	42-43
Midnight Club 3: DUB edition	39
Mobile Phone	114
Movies	20-21, 78-89
Movieflix	89
MPEG-4	84
MP3	93
Music	22-23, 90-96
Music transfer	94-95
Namco Museum Battle Collection	74-75
NBA Street Showdown	71
Need For Speed	
Underground: Rivals	38
NFL Street Unleashed	68
NIC	105
Office Suite	101
Online	106-109
PDA	24, 100-101, 121
Peter Jackson's King Kong	74-75
Photos	16
PS2/PS3	19, 115
PSPunch	89
Pursuit Force	74-75
Release List	76
Ridge Racer	30-31

Ripping	82-83
Roaming	105
Settings	16
Sony Connect	96
Spider-Man 2	48
SSX 4	74-75
Strimming	82-83
T1 Connection	16-17
TOCA Race Driver 2	40
Tony Hawks Underground 2 Remix	66
Twisted Metal: Head on	74-75
Universal Media Disc:	
Movies	80
Music	92
Recordable	118
Untold Legends	72
USB	16
Viewtiful joe: VFX Battle	74-75
Virtua Tennis	45



Wi-Fi	26, 102-105
Wipeout Pure	36-37
Wireless	120
WLAN	105
Word Processor	100
World Snooker Challenge	
2005	67
World Tour Soccer	61
WRC	32
XMB	16-17



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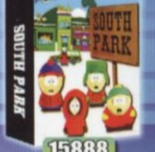
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| 5. 16830 | NELLY | N Dey Say |
| 6. 18575 | BO DENT | Just a Little Bit |
| 7. 13561 | EMINEM | Like Toy Soldiers |
| 8. 15273 | DIANA | 12 Steps |
| 9. 16264 | AMERIE | I Thing |
| 10. 15678 | MISSY ELLIOTT | Lose Control |

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| 1. 14082 | SOUTH PARK PART SONGS | |
| 2. 14079 | BURP BOY | |
| 3. 13120 | BLUW RASPBERRY | |
| 4. 12362 | WATERY PARTY | |
| 5. 12351 | BAFF | |
| 6. 12247 | BUZZING FART | |
| 7. 13492 | BURP/ALICIOUS! | |
| 8. 13844 | BO PEE | |
| 9. 15180 | ON FART FOR MAN | |
| 10. 12385 | FART & BURP MAN | |

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|-----------|-----------------|-------------------|
| 1. 20061 | AKEL F | Beverly Hills Cop |
| 2. 19014 | AKON | Lonely |
| 3. 20067 | PAGE/ELTON JOHN | Ghetto Gospel |
| 4. 16157 | TONY CHRISTIE | Amarillo |
| 5. 14167 | NO GENT | Candy Shop |
| 6. 14287 | BWEN STEFANI | Hollaback Girl |
| 7. 14874 | GYNNETH PEARCE | I Like The Way |
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| 9. 12083 | BLACK EYED PEAS | Dont Phunk |
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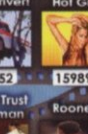
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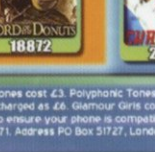
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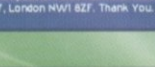
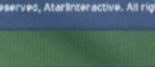
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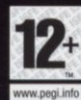
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